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Global Gladiators • The Menacer
Where in the World is Carmen Sandiego? **SNES–** Prince of Persia
Faceball 2000 • Super Star Wars
NES– Toxic Crusaders
DragonStrike • Yoshi

From Overseas: Bonk's Thunder Shooter, G-LOC, MegaDrive CDs and Carts!

An IDG Communications Publication
September 1992
$4.95 Canada $4.95 UK £2.95

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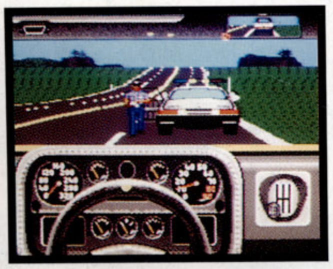

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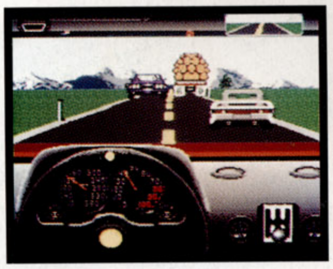

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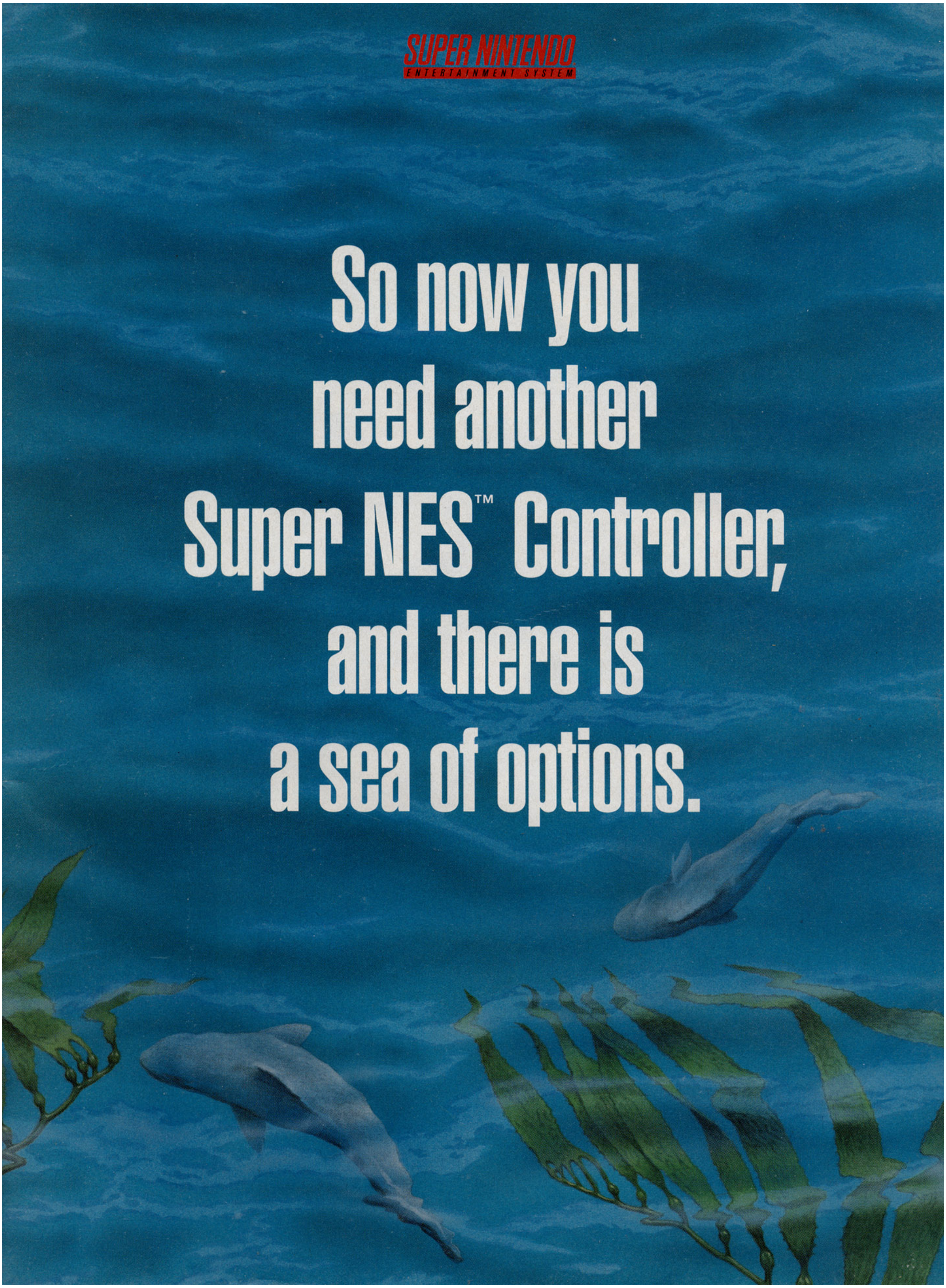

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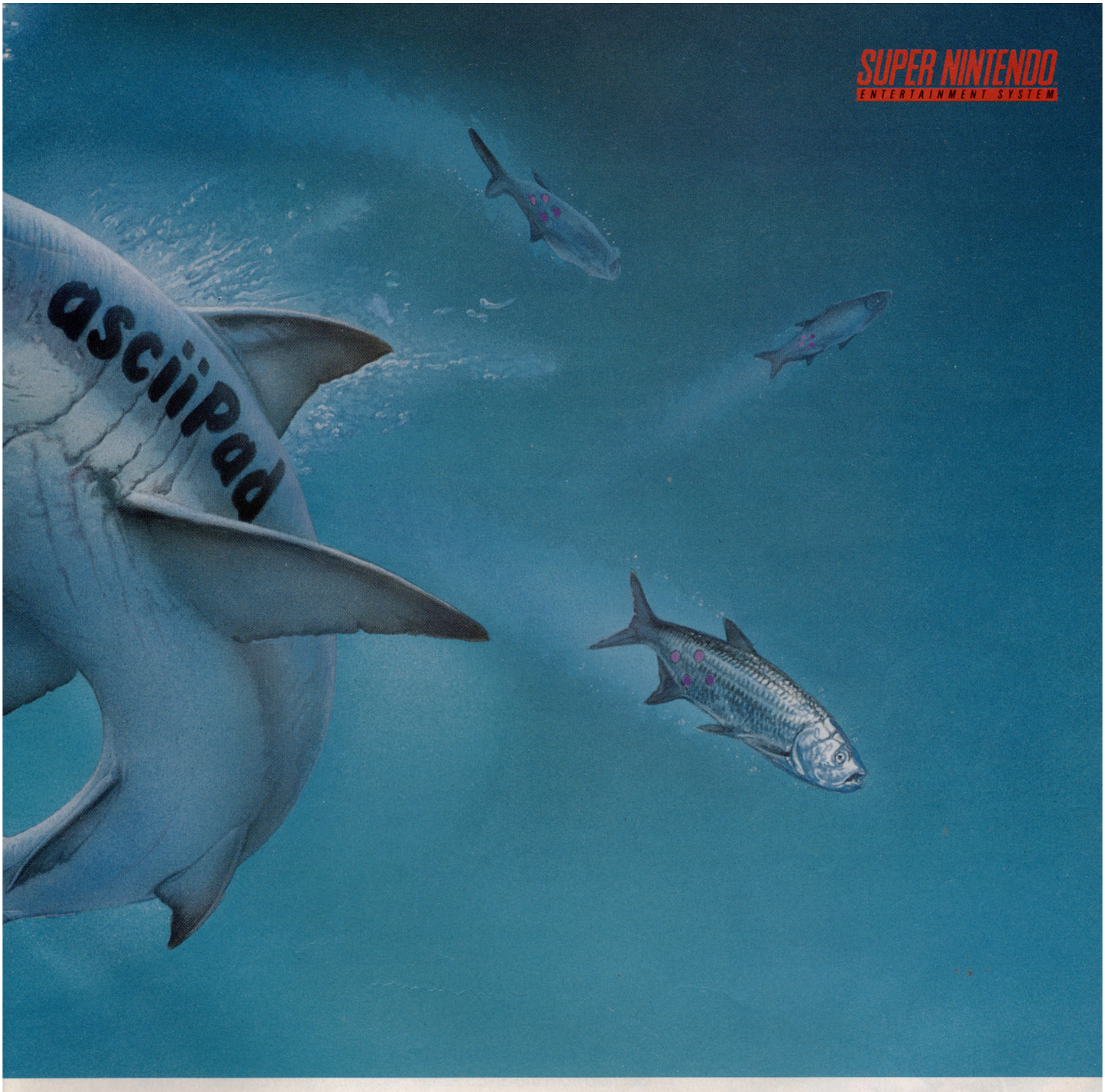
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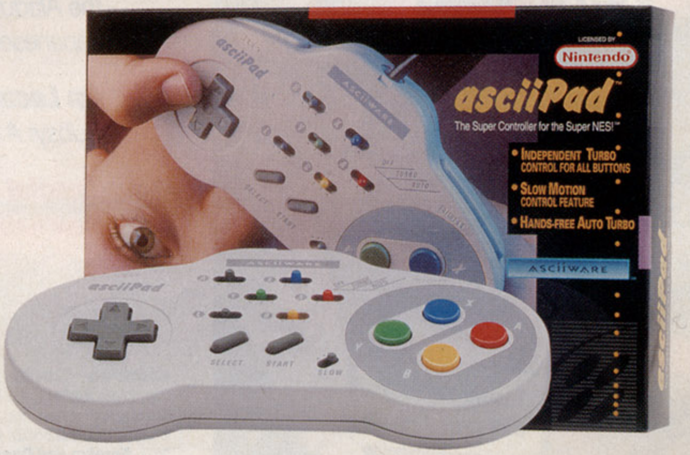
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CONTENTS

Here's an animated look at carts based on comics and toons. See page 22.

Sierra On-Line's on a roll with their Sega CD lineup. See page 60.

Tennis anyone? See page 114.

8 Letter from the GamePros

10 The Mail

14 The Cutting Edge
Captain Novolin fights diabetes. Bullet-Proof E-SCAPE virtual reality. Sony's new TV likes games.

18 Hot at the Arcades
Play Pins! Hook, The Addams Family, Hurricane, and The Getaway: High Speed II.

22 Special Feature: Comix & Toons!
An amazing preview of The Amazing Spider-Man and The Uncanny X-Men: Arcade's Revenge (SNES) heads up a pack of Comix & Toons coming your way. Look for this icon to find all the Comix & Toons carts reviewed in this issue!

COMIX 'N TOONS

34 Pro Reviews

- 34 **Nintendo:** *Toxic Crusaders, Yoshi, DragonStrike, Krusty's Fun House.*
- 46 **Genesis:** *Global Gladiators, David Robinson's Supreme Court, Where in the World Is Carmen Sandiego?, Smash TV, King Salmon, Previews: The Menacer, Sonic The Hedgehog 2*
- 60 **Sega CD:** *Previews: Sierra On-Line Games*
- 64 **Super NES:** *Prince of Persia, Faceball 2000, James Bond, Jr., DinoCity, Phalanx, Wordtris, Preview: Super Star Wars*
- 91 **Super NES CD-ROM:** *Preview: The 7th Guest*
- 96 **TurboGrafx-16:** *Darkwing Duck, Lords of the Rising Sun (TGCD), Preview: ShapeShifter (TurboDuo CD)*
- 118 **Neo Geo:** *King of the Monsters II, Ninja Commando*
- 122 **Game Boy:** *Star Wars, Looney Tunes, Bart vs. The Juggernauts, Spider-Man 2, Tom & Jerry, Swamp Thing*
- 128 **Game Gear:** *Spider-Man*
- 132 **Lynx:** *Steel Talons*

42 Special Feature: Hardware Helpers
Get help from the SNES Action Replay, the Game Boy Game Genie, the Aladdin System, the Master Gear Converter, and converters for Japanese games.

94 On Location: Accolade
Bubsy: A Bobcat in the Making, Part 3-Bubsy finds his voice.

105 Special Feature: The Turbo Tech Lineup
New TurboChips, Turbo-CDs, and TurboDuo CDs for '92 and beyond!

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CONTENTS

Turbo Tech comes on strong with a brand new lineup of games. See page 105.

A litter of new games for the Lynx. See page 134.

108 **Overseas ProSpects**
Japan's Bonk's Thunder Shooter (PC Engine), G-LOC (MegaDrive CD), and Neutopia 2 (PC Engine), and a special report on Sega games.

114 **The Sports Page**
Play international hoops with Team USA Basketball, then serve up Jennifer Capriati Tennis (Genesis), David Crane's Amazing Tennis (SNES), and Wimbledon Tennis (Game Gear).

134 **Special Feature: Lynx Year-End Extravaganza!**
Check out the new hot games for the Lynx.

138 **Short ProShots**
Quick hits on the hottest new carts!

142 **S.W.A.T.PRO** **(Secret Weapons and Tactics)**
The hottest tips and tactics from GamePros everywhere.

150 **GameBusters: Spider-Man** **(Genesis)**

154 **ProNews**
All the video game news that's fit to print.

158 **Next Issue/Advertiser Index**
Here's what's on tap for the next issue of GamePro.

Special Feature: Street Fighter II SNES Strategy Guide

Part 1: Chun Li, Ken, and Balrog make their moves.

Check out our super strategy guide for Street Fighter II for the SNES, beginning on page 73.

FREE Bonus Section!
Street Fighter II
Strategy Guide
#1 of four
Chun Li • Ken • Balrog
16 pages of game-winning shots, blocks and combos!
Chun Li
Chun Li
Standing
Standing Close
Ducking
Jump Up
Jump Towards
PUNCHES
Fierce
Strong
Jab
KICKS
Roundhouse
Forward
Short
Fierce Punch
Roundhouse Kick
Strong Punch
Forward Kick
Jab
Short Kick
Punches
Kicks

Chun Li suspects that her father may have been killed by a mysterious crime boss. Now she seeks to avenge her family and disrupt Bison's Shadoloo smuggling operation, which originates from a concealed hideout in Thailand. As a determined student of the Wushu martial art, Chun Li has risen to the top of her class by proving her talents time and again in the Street Fighter arena. After years of intense training and weight lifting, she has developed two devastating attacks, which utilize her muscular legs to lightning perfection. Opponents also dread her lethal Air Shoulder Throw.

Quote:
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Charge: Hold the joystick in the direction indicated for two seconds.

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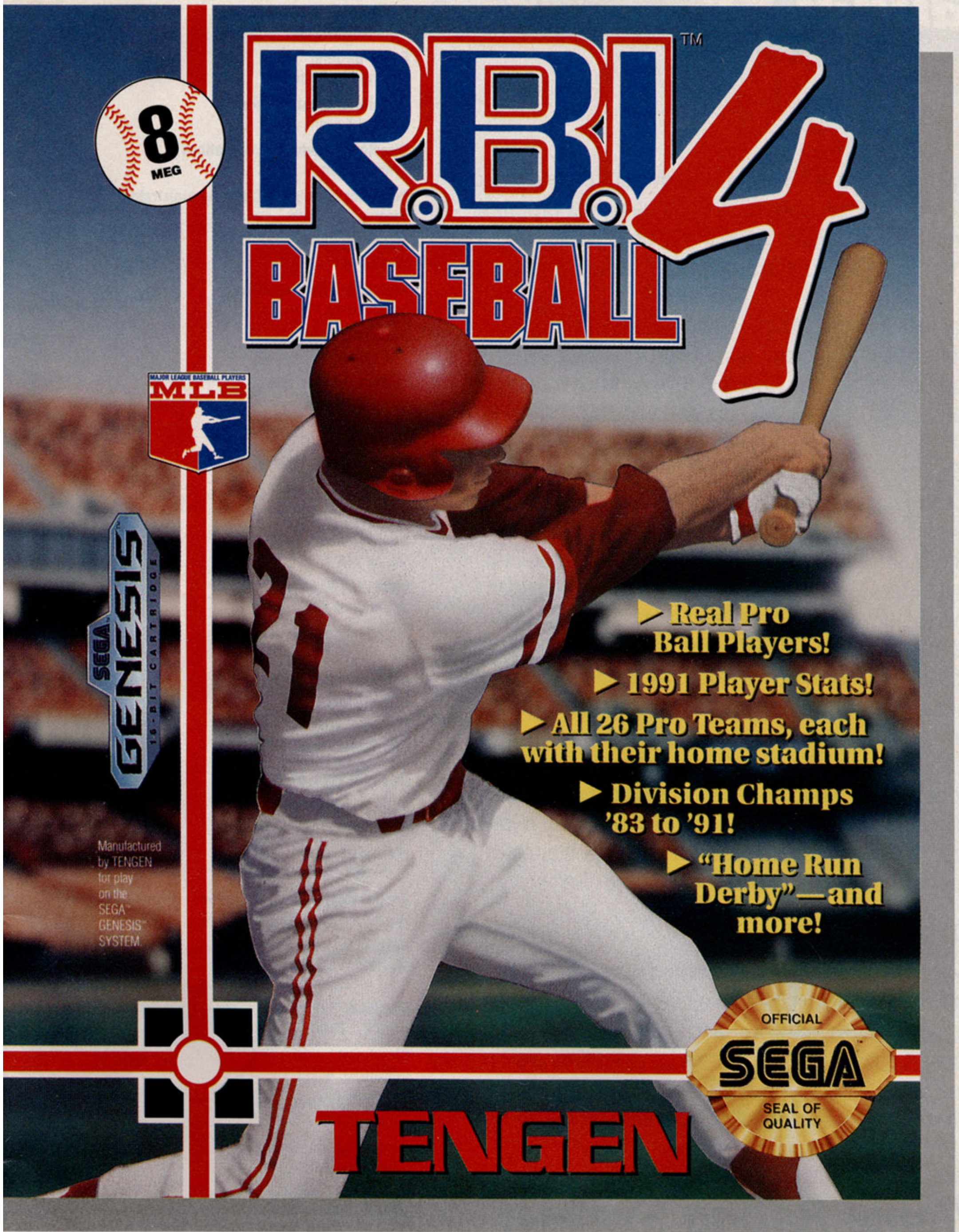
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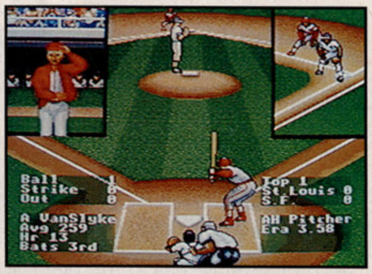
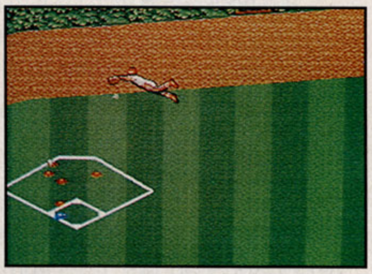


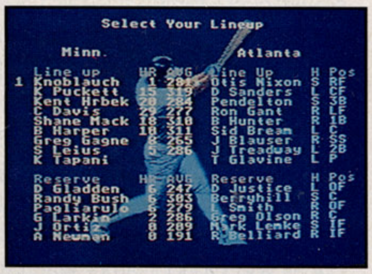
```
Ball        1        Top 1
Strike      0        St.Louis 0
Out         0        S.F.     0

A VanSlyke           AH Pitcher
Avg 259              Era 3.58
Hr 13
Bats 3rd
```

All-new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



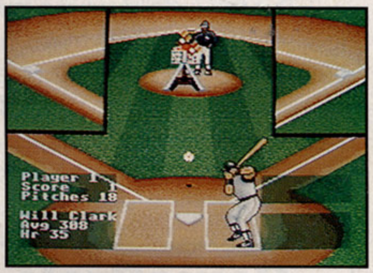
```
          Select Your Lineup

     Minn.                  Atlanta

  Line up      HR AVG  Line Up      H Pos
1 Knoblauch     1 281  Otis Nixon   S RF
  K Puckett    15 319  D Sanders    L CF
  Kent Hrbek   20 284  Pendelton    S 3B
  C Davis      29 277  Ron Gant     R LF
  Shane Mack   18 310  B Hunter     R 1B
  B Harper     10 311  Sid Bream    L C
  Greg Gagne    8 265  J Blauser    R SS
  S Leius       5 286  J Treadway   L 2B
  K Tapani             T Glavine    L P

  Reserve      HR AVG  Reserve      H Pos
  D Gladden     6 247  D Justice    L OF
  Randy Bush    6 303  Berryhill    S C
  Pagliarulo    6 279  L Smith      R OF
  G Larkin      2 286  Greg Olson   R C
  J Ortiz       0 209  Mark Lemke   S IF
  A Newman      0 191  R Belliard   R IF
```

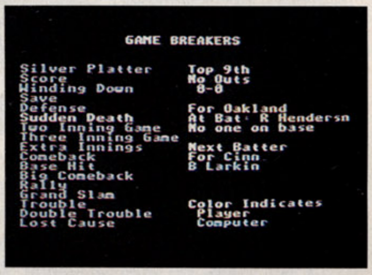
Like a real manager, you select your lineup made up of real stars —and superstars.



```
Player 1
Score      1
Pitches 18

Will Clark
Avg 388
Hr 35
```

Go for the fence against a pitching machine with your favorite hitter in "HOME RUN DERBY."



```
            GAME BREAKERS

Silver Platter      Top 9th
Score               No Outs
Winding Down         0-0
Save
Defense             For Oakland
Sudden Death        At Bat  R Hendersn
Two Inning Game     No one on base
Three Inning Game
Extra Innings       Next Batter
Comeback            For Cinn
Base Hit            B Larkin
Big Comeback
Rally
Grand Slam
Trouble             Color Indicates
Double Trouble       Player
Lost Cause           Computer
```

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GamePro TV Gets Beamed Up

By The GamePros

Every weekend in every state of the union, Pro viewers in the know turn on and video out with GAMEPRO, the baddest cart crunchin', boss beatin', game playin' program to hit the airwaves in the last millennium or so. (Yeah, we're pretty proud of it.) So, how can we make GPTV an even better source for the hottest tips, tactics, and cutting edge info?

We hooked up with USA, a cable television network that's blasting off into the future by merging science fiction, science fact, fantasy, and horror. This slick, 24-hour-a-day station will be called the Sci-Fi Channel. Check it out – an entire channel devoted to sending chills down your spine, beaming you up, and vegging you out in the Twilight Zone.

Beginning September 24th, Earthlings and aliens alike are invited to tune in to scope out new and classic series, movies, and more. Some of our favorites include Lost in Space, War of the Worlds, Buck Rogers, Voyage to the Bottom of the Sea, Dr. Who, Dark Shadows, Tales from the Darkside, Night Gallery, Space: 1999, Star Trek, and the Star Wars movies. Add to that list GAMEPRO the TV show! We plan to dish out gaming strategies and previews in-between the blasts and slurps of your favorite sci-fi flicks! Starting this fall, you're gonna get your GPTV at the same time, on the same channel, every Saturday and Sunday morning. We're also producing a series of prime time USA Network specials that'll give you even more of the latest and greatest gaming news. Pretty nifty arrangement, eh?

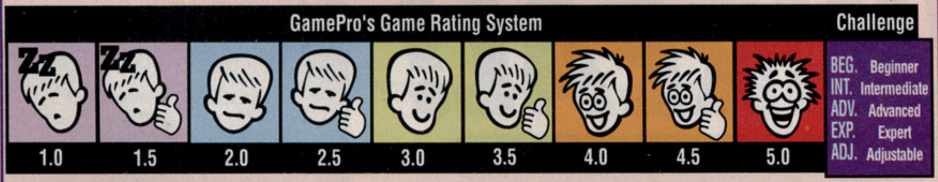
In the meantime, don't forget to rip through this issue of GamePro. In response to popular demand, we've nearly doubled our editorial pages. Check out our guide to the hottest up-and-coming comic book carts, tons of great Pro Reviews, killer overseas news, and a slew of super tips, tactics, and strategies. That's just for starters! For all you World Warrior wannabes, we tossed in the one, the only, the killer:

Street Fighter II SNES Strategy Guide!

This first installment of a four-part collector's series is jammed to capacity with tips, secrets, and photo maps that'll make you the best Chun Li or Ken that you can be. You'll go nuts over Dr. Dave's crushing combo moves, and you'll send Balrog to an early grave with a bonanza of boss-busting tricks. In next month's edition, we'll put the moves on Dhalsim, Zangief, and Vega.

So stay cool, and stay tuned to GamePro. We've got you covered on the air, in print, and on the streets!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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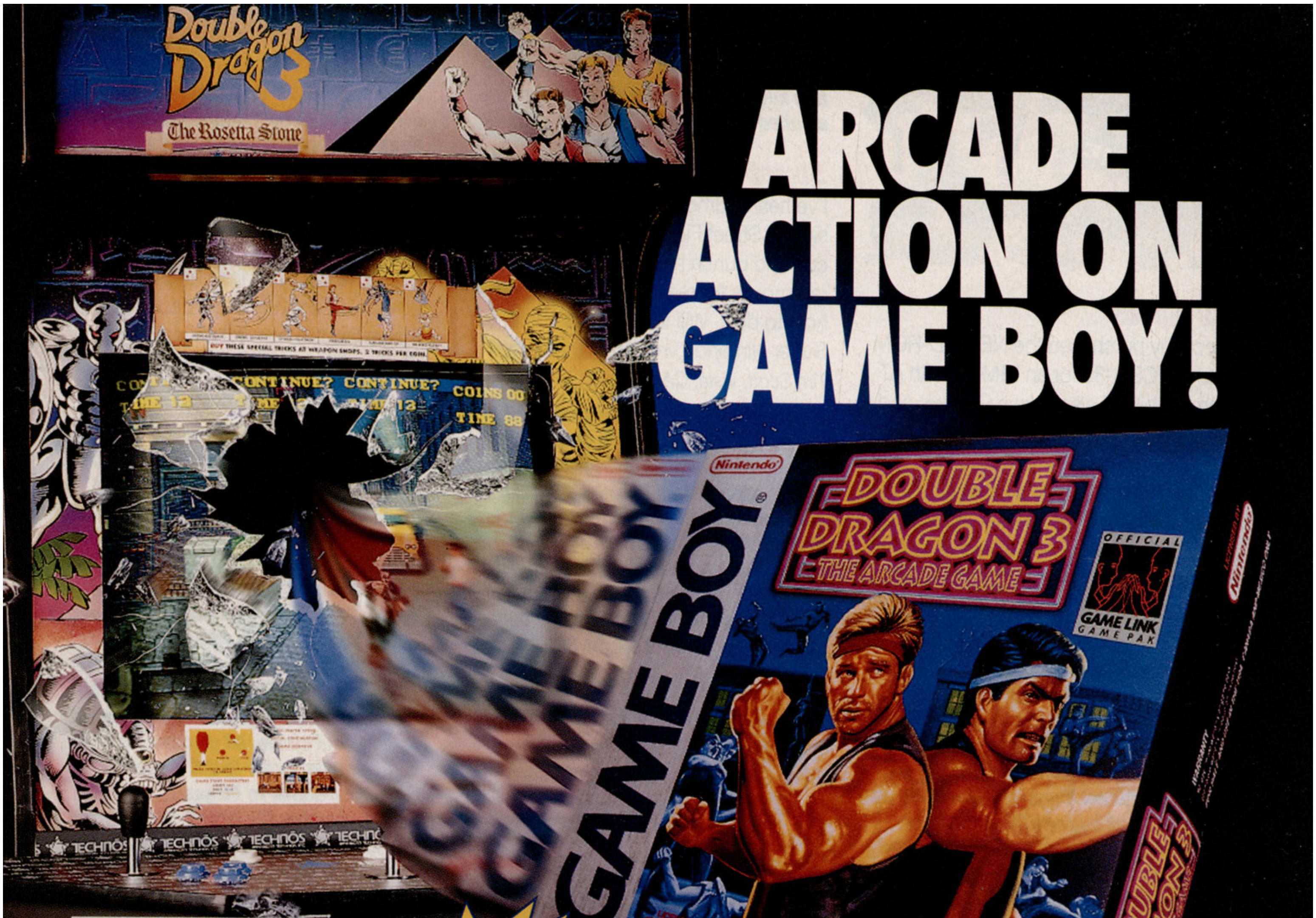
Double Dragon 3
The Rosetta Stone
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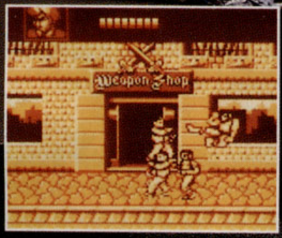
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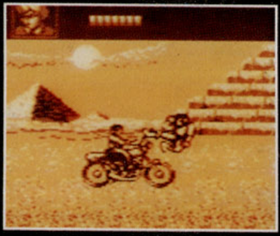
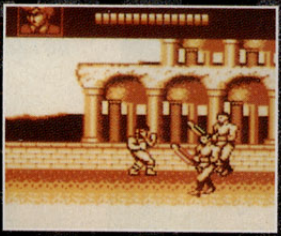


SAND BIKERS STALK THE DRAGONS IN THE EGYPTIAN DESERT.



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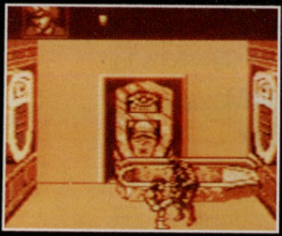
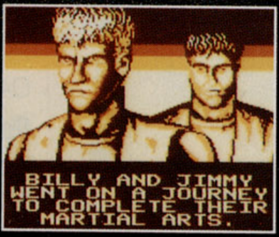


YOUR QUEST FOR THE ROSETTA STONES IS YOUR MOST DANGEROUS EVER.



BILLY AND JIMMY WENT ON A JOURNEY TO COMPLETE THEIR MARTIAL ARTS.

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Billy and Jimmy Lee are back in the greatest Double Dragon arcade challenge ever: the quest for the Rosetta Stones!

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CD-Specs

I recently purchased the NEC CD-ROM and the CDR-36 for an IBM XT with AT compatibility. I also own a Genesis and a SNES. I am looking into buying the Genesis and SNES CD-ROMs when they're available. I would like to know if the computer CDs will work on the Genesis and Super Nintendo CD-ROM systems and vice versa?

Ben Gajek, Fountain Valley, CA

(Since all systems have different CPU's and use different CD formats, as far as we know CDs will not be interchangeable between the Genesis, Super Nintendo, NEC, and CDR-36 CD-ROMs. However, audio CDs will work with all CD-ROM systems, except the PC CD-ROMs. It would certainly be nice if we could all buy one CD player that works with all of our CDs, but it's unlikely to happen anytime in the near future. – Ed)

I Want My Game Genie

Now that there are Nintendo and Genesis Game Genies, will there be Super Nintendo and Game Boy Game Genies?

Paul Porter, Breese, Illinois

(Absolutely! We took our first look at the Game Boy Game Genie in the August, '92 issue of GamePro. Keep an eye on the Cutting Edge for up-to-date info on the long-awaited Super Nintendo Genie. – Ed)

Street Fighter Madness

I've heard rumors that in the arcade version of Street Fighter II, Guile can handcuff and punch his opponent. Are these rad moves for real? If so, I'd like to know how to do it. Will these moves be in the Super Nintendo version of the game?

Tim Scott, Vista, CA

(In some versions of the original Street Fighter II coin op, Guile can handcuff his opponent by doing a Flash Kick while throwing his opponent using both the Strong and the Forward buttons. This move was a bug in the software. It's been removed from the new arcade versions of Street Fighter II, as well as the Champion Edition. This move and the disappearing Dhalsim (another bug) are not in Street Fighter II for the Super Nintendo. – Ed)

Will Capcom or Sega be coming out with the awesome Street Fighter II for the Sega Genesis? This is my favorite game in the entire world! Please, please, please tell me they will!

Greg Valen, Holliswood, NY

(Greg and hundreds of other GamePros have sent letters asking the same question. We don't have a firm answer as of yet, but rumors abound that Sega will indeed license Street Fighter II for the Genesis and CD-ROM systems. However, currently Capcom USA does not make games for any of Sega's systems. Sega would need to either license the rights to the game or sign a licensee agreement with Capcom. Neither Sega or Capcom is talking right now, but we'll let you know as soon as we hear something definite. – Ed)

Worldwide GamePro

My name is Arunas Bagdonas. I live in Lithuania. I am very interested in GamePro Magazine, but here in Lithuania it is impossible to get. Can you help me?

Arunas Bagdonas, Anyksciai, Lithuania

(We frequently receive requests from overseas GamePro readers who are frustrated because they can't find the magazine. Your best bet is to either subscribe to the magazine or pester your local newsagent into carrying the publication. GamePro is distributed in many countries around the world. Your newsagent can check to see if GamePro is available where you live by checking with their local newsstand distributor. In areas where GamePro is not available on the newsstand, we suggest that you subscribe. All you have to do is send a money order in U.S. funds for $29.97 to: GamePro Magazine, P.O. Box 55527, Boulder, CO, 80323-5527. Before you know it, GamePro will be arriving on your doorstep. – Ed)

Going Virtual

How can I buy a virtual reality system? I'm very interested in getting one.

R. Roberson, El Paso, TX

(Hope you've been saving up your bucks! Currently, a Virtual Reality system's gonna run you something like $60,000. To date, the only unit available is Spectrum Holobyte's Virtuality coin-op system (see GamePro, Cutting Edge, March '92) If you manage to buy one, give us a call – we'll be right over! – Ed)

MAZDA
JUN CALIFORNIA
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Gotta Getta GamePro

(Wow! ASCII employee Jeff Davies has "GamePro" on his California license plate! We're jealous! – Ed)

So, Tell Us What You Think.

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Dear Editor
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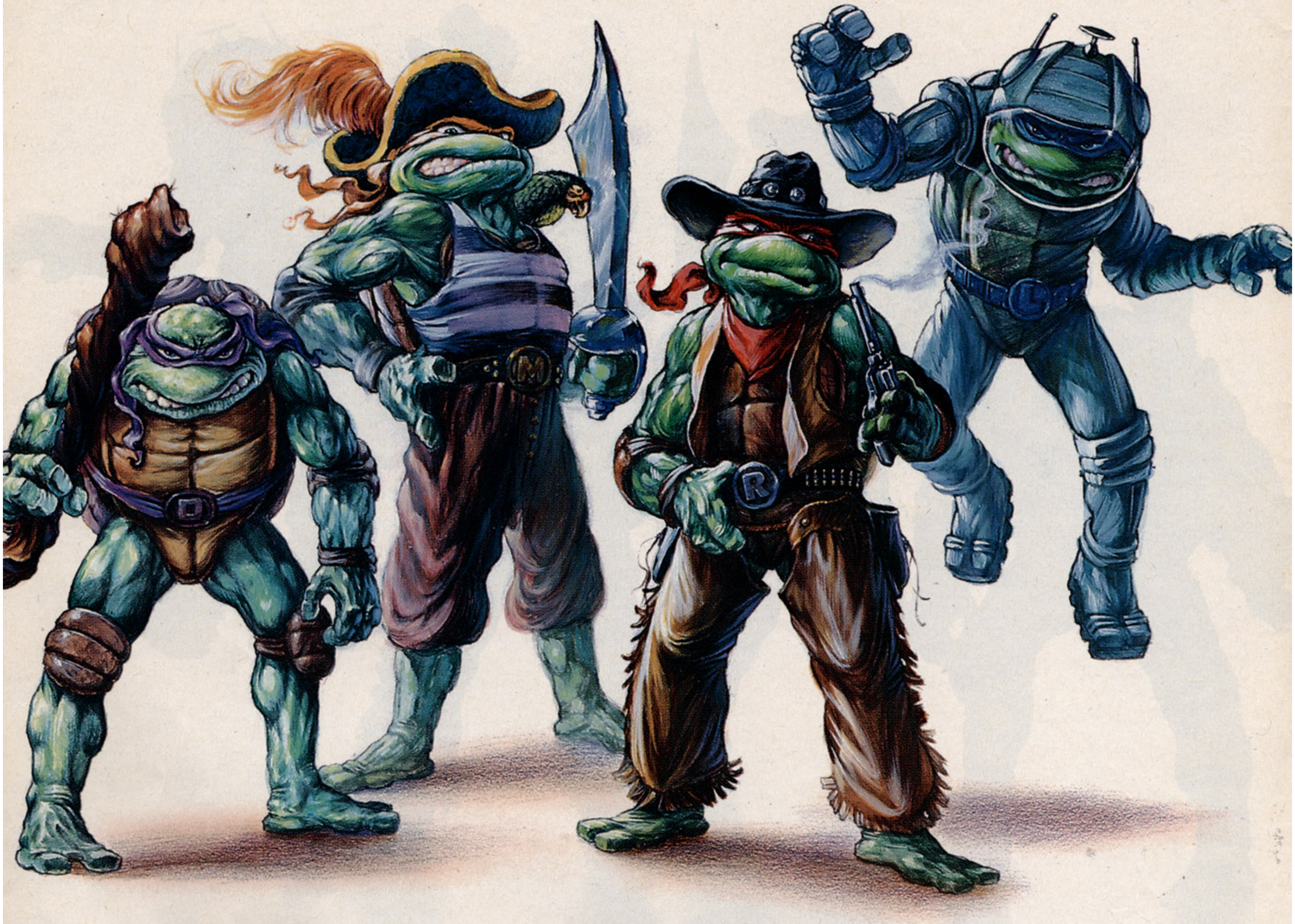
Redwood City, CA 94064

Thanks for your input!

Guess Who's Coming To Super NES™?

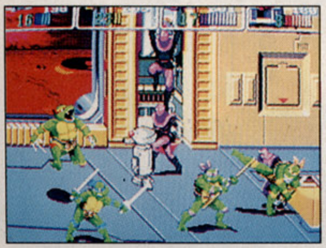


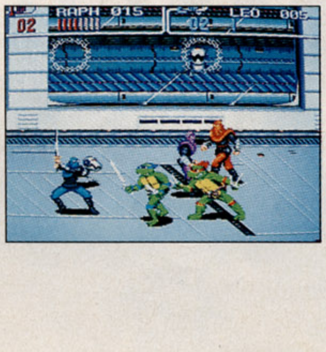
The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT®IV–Turtles In Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

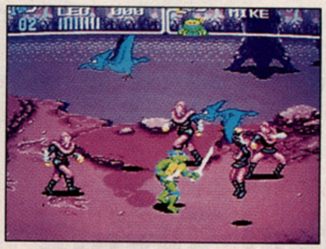
Take on 10 explosive levels featuring humungoso 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission: to find April O'Neil (schwing!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total turtlosity and go for it!

KONAMI®



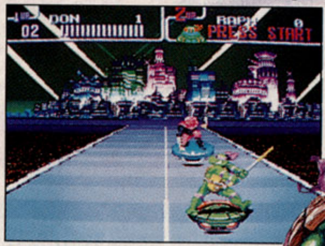


◄ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtlely the same! Aren't those studs at Konami awesome?



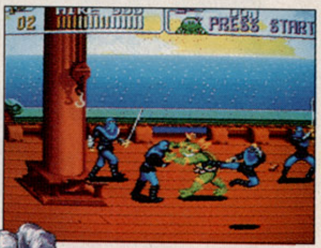
◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and drive Tyrannosaurus convertibles.

▼ Become a gnarly neon nightrider in the year 2020 and do some heavy head bang with Krang.

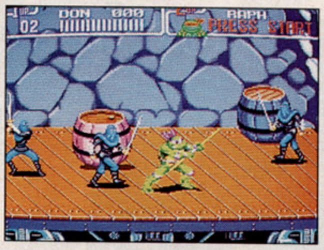


DON
RAPH
PRESS START
02

▼ Shredder's Matrix Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tights and earrings.



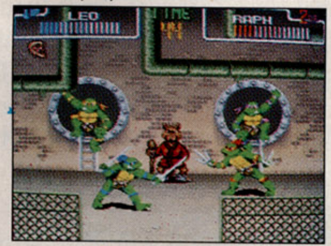
02
MIKE
PRESS START



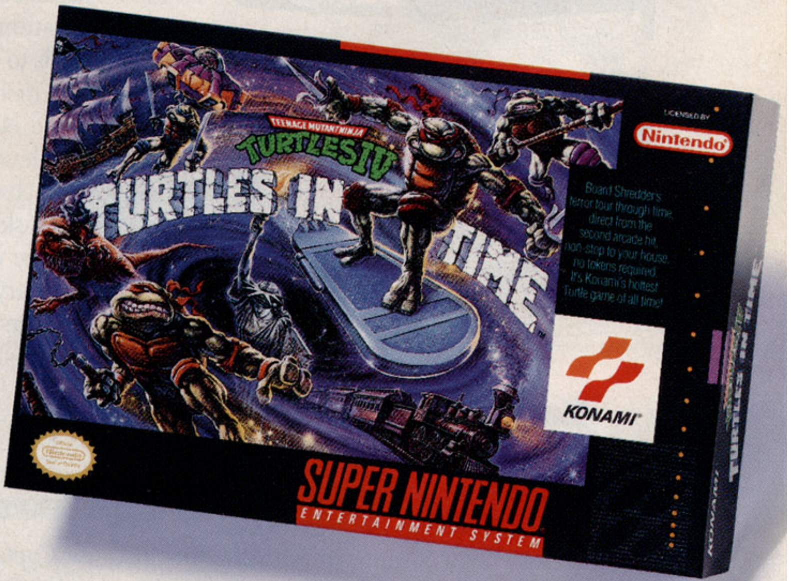
DON
RAPH
PRESS START
02

◀ Fight for your hide on a treacherous 19th Century train ride through the wild west. Deep six Leatherhead and maybe you can make a saddle out of his face.

▼ Bruise some shells and some egos in the 2 player Versus mode where best-of-three round slug fests prove for the first time ever who's the top Turtle.



LEO
TIME
RAPH



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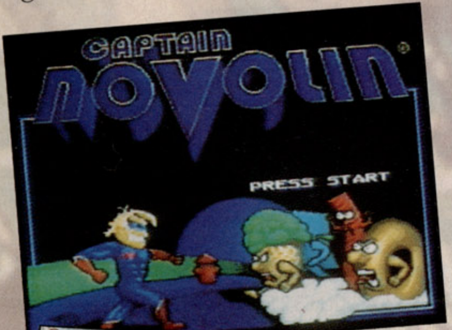
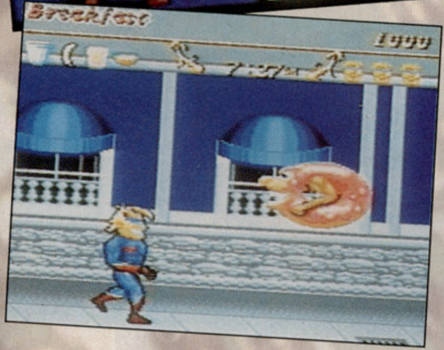
CUTTING EDGE

Captain Novolin versus Diabetes

By the Whizz

Diabetes is about to meet its match. Captain Novolin by Raya Systems (based in Mountain View, CA) is a SNES game, which stars a superhero with diabetes. In this side-view, horizontally-scrolling, action/adventure game, the Captain fights off sugary alien invaders, such as the Cola Creep and Blubberman. His goal is to rescue the mayor, who also has diabetes. As he fights, players must help him manage his illness by making sure that he takes diabetes shots and watches his blood sugar.

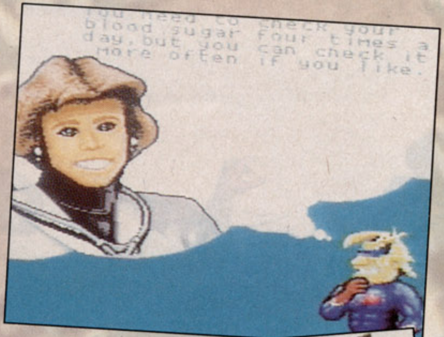




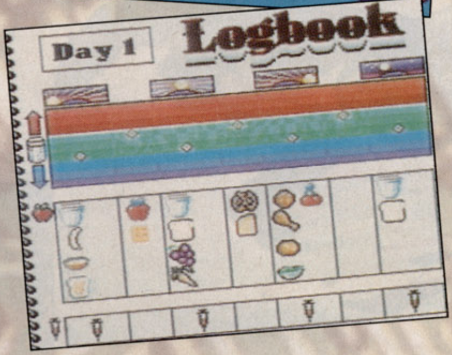
Diabetes Diagnosed

Raya Systems seeks to help people with diabetes improve the management and control of their condition through video game interaction. According to Arthur Williams, Raya's director of marketing, "Children with diabetes must make many decisions during the day regarding eating goodies or not eating goodies. They must consider the long-term complications of their decisions."

The game also holds important lessons for people who don't suffer from diabetes. "Children with diabetes may have a hard time articulating what they have to go through to friends, neighbors, and families," says Williams. "Captain Novolin does the talking for them by teaching and sharing information about diabetes."



You need to check your blood sugar four times a day, but you can check it more often if you like.



Teamwork Pays Off

Raya Systems teamed up with Novo Nordisk Pharmaceuticals to produce the game. The National Institute of Health gave Raya funds to explore video games as an educational tool for diabetes and other diseases. Then Novo Nordisk funded research and development and helped Raya design the character.

Novo Nordisk will distribute the first 10,000 carts free of charge to hospitals around the country. Novolin will be available to consumers in late October. Raya and Novo Nordisk plan to create other carts about major health care issues, such as AIDs and lung cancer due to smoking.

Tough Disorder, Tough Game

Just because Captain Novolin is an educational cart, it doesn't mean it's a pushover. Sculptured Software (NCAA Basketball, WWF Super Wrestlemania) designed the actual game, and the cart went through the normal Nintendo approval process. You don't have be afflicted with diabetes to take on this cart. Look for a GamePro ProReview in a future issue. Find out more about Captain Novolin by calling Raya at 415/949-3933.

Virtual Reality: Bullet-Proof is Ready to E-SCAPE

Key components of Bullet-Proof Software's virtual reality arcade system, E-SCAPE, are beginning to fall into place. E-SCAPE is an interconnecting system of pods that will propel players into several virtual reality (VR) environments. Instead of the helmet-and-glove arrangement often associated with VR systems, BP's Pods will completely enclose you. Also, you can pick the VR trip you want to take, as well as interact with people in other pods.

Choose Your Reality

E-SCAPE will offer three types of VR games. One will be a non-interactive, experiential jaunt (more of a ride than a game), but Bullet-Proof plans to make your trip worthwhile. At this time, BP plans to work with NASA to take gamers out of this world via a planetary flyby, possibly Mars.

The second type of game will be partially interactive, but it will boast dynamite graphics. BP is designing a futuristic, combat, flight simulator. You will fly either with or against the other players in the Pods. The computer-controlled opponents will optimize their attack by learning your skills. Boss bad guys will design their attacks by absorbing a skill from everyone playing the game!

The third E-SCAPE adventure will be completely interactive, will feature state-of-the-art graphics, and will be totally familiar to the Bullet-Proof Software faithful. Have a nice day, it's Faceball!

Bullet-Proof Software

Team Players

BP's virtual reality team is very real. International Telepresence (based in Vancouver, Canada) will build the hardware. IT specializes in remote sensing systems. They build flight simulators for the airlines and the military and bomb disposal robots for police organizations. Their most well-known product is currently seeing space duty. It's the Space Shuttle's mechanical arm.

Software chores are being handled by Animatec. This is a group of 60 Russian programmers and physicists in the Commonwealth of Independent States coordinated by Vladimir Pokhilko and Alexy Pachitnov, the designers of Tetris.

Getting Real

E-SCAPE systems will be designed for large theme parks and your friendly neighborhood arcade. Bullet-Proof hopes to bring it to a reality near you sometime in 1993.

SONY

No Video Game Baloney

Sony's newest monitor, the Trinitron XBR2, features a special setting that automatically adjusts picture and sound for optimal video game viewing. This unique system of preprogrammed audio/video parameter settings is called the Program Palette.

Good-Looking Games

The Palette can be quickly selected from the set's on-screen Power Window menu. According to Sony, selecting the Game setting slightly lowers the brightness level to reduce tiring of the eyes and to prevent any "burning in" of static game images. The setting also fires up surround sound effects for your games by feeding a 20-millisecond delayed signal to the rear, left, and right channel speakers.

Actually, the Program Palettte features predetermined settings that optimize all key audio and video parameters for several types of programs, including movies, sports, news, and music videos. Individual parameters can be fine-tuned by the user after any particular preset is selected.

The XBR2 sports cool TV stuff, too. It comes in 27-inch or 32-inch screen sizes with Sony's newest 800-line resolution Trinitron tube. The stereo speakers are detachable. Plus, you get a universal remote control that can "learn" to operate VCRs, laserdisc players, cable tuners, and other peripherals.

Save Those Dimes

The XBR2 price tags are hefty. The sets featuring Program Palette Game settings cost $1899 (27-inch screen) and $2599 (32-inch screen). For more info contact Sony at 201/930-6432.

The Sony Trinitron XBR2

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Now you can leave or pick up gaming tips and tactics from some of the best gamers around — other GamePro readers!

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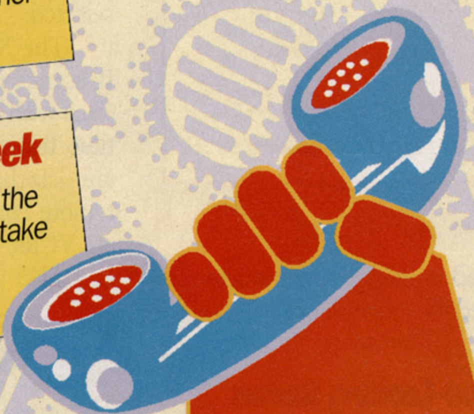

16-Bit Tip of the Week

Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!

Hot Tips Bulletin Board

Our Hot Tips Bulletin Board is updated weekly with the newest hints and strategies for Nintendo, Super Nintendo, Sega Genesis, and Handheld game systems.

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Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

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59NA9

HOT AT THE ARCADES

By Hack 'n Slash

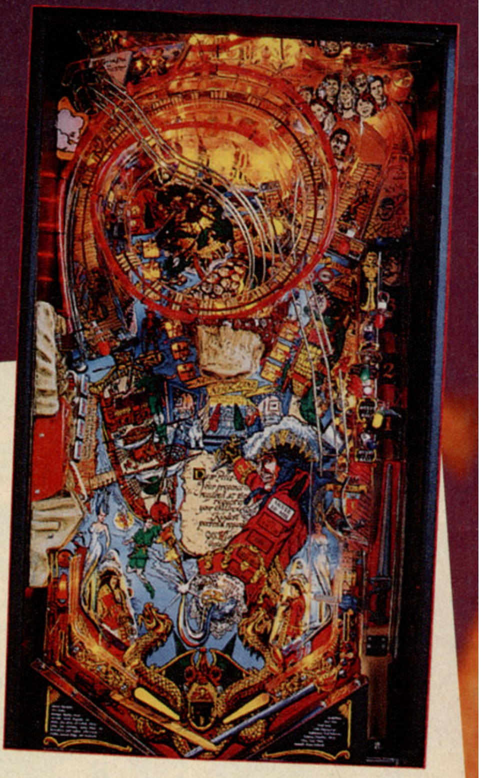
Hot arcade action isn't confined to video coin-ops. Let's play some pins! Here are four state-of-the-art pinball games featuring unique playing fields, innovative game play, LCD screen interfaces, plus digitized speech, music, and sound effects! Do you have what it takes to become a pinball wizard? Two blockbuster movie tie-ins, one sequel, and a new instant pinball classic await!

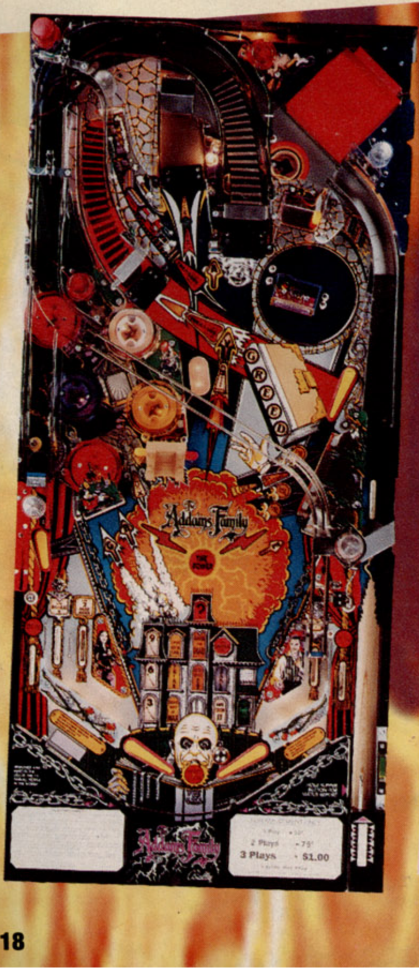
Hook (Data East)

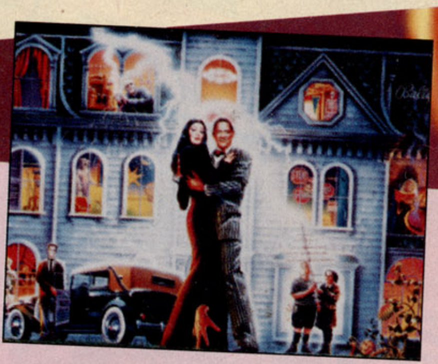
Prepare for a one-way trip to Never-Never Land in Data East's Hook! Based on last year's hit movie starring Robin Williams and Dustin Hoffman, Hook's lavishly illustrated playing field features all your favorite characters and locales, including Hook, Peter, Tink, and the Lost Boys in Pirate Town, the Crock Clock Tower, and the Lost Boys' hideout.

The playing field is dominated by the Crock Clock Ramp and the massive 360 degree Wind Coaster Ramp, which can earn you up to three million points per spin. The Wind Coaster is based on the scene where Peter and Rufio ride their Wind Coasters through a winding race course. Similarly, your silver ball rockets through a spiral and reappears on the other side of the playing field in a blink of an eye! A large skull with eerie, red glowing eyes stares at you from the center of the playing field and dares you to sink the ball into his open mouth for bonus points!

Two flippers are all that stand between you and the silver ball. Skill shoot your way to millions of points, Extra Balls, Multi-Ball action, and extra treasures that are situated across the field. The backboard's Dot Matrix screen informs you when extra bonuses are at hand and suggests scoring strategies. The stereo soundtrack and effects, plus the digitized voices of Peter cheering you on and Hook mocking you, add to the overall appeal of this game. This pin is sure to nab its players "Hook," line, and sinker!







The Addams Family (Bally Midway)

They're creepy and they're kooky, mysterious and ooky. They're altogether one of this year's most popular pins. The Addams Family is an extremely entertaining smorgasbord of awesome game play, dazzling lights, sharp graphics, and a deafening calvacade of digitized voices, music, and sound effects from the movie. Just like the Addams Family's mansion, every nook and cranny of this pin is filled with frights and delights!

The detailed playing field looks like it came straight from the movie screen. It's filled with items, such as Uncle Fester's electric chair, Gomez's revolving bookcase, the treasure vault, two staircase ramps, and even Cousin It. The main attraction is a special guest appearance by "Thing," who pops out from his hiding place to snatch your ball away! The large Dot Matrix screen is constantly in motion, displaying sharp graphics and animation timed to the action on the field. Three standard-size flippers line the field, plus a fourth mini-flipper called "Thing Flips." As an artificial intelligence flipper, "Thing Flips" is an industry first. It automatically learns to shoot the ball into the bonus-filled swamps. The Thing Flips flipper is able to make this tough shot 50 – 60% of the time, several times better than even the best players!

Morticia's seductive voice, Gomez's machismo sayings, and the infamous finger-snapping Addams Family theme help reproduce the movie experience. Delightful bonus sequences, such as the Mamushka, Seance, Fester's Tunnel Hunt, and Raise the Dead, are a whirlwind mixture of on-field action, moving pieces, Dot Matrix animation, and sound effects! If you're looking for hot fun pin action, then the Addams Family is your "thing!"

The GETAWAY
Williams

The Getaway: High Speed II

(Williams)

The Getaway is the sequel to the pinball classic, High Speed. It's both a pinball and a video game rolled into one!

The Getaway's chassis is unlike that of any other pin you've played. A working gear shift lever launches your ball into action and enables you to shift through various features during the game. A large tachometer, which dominates the center of the field, indicates how many RPM's the game's cranking at any time. The "Supercharger" opto-magnetic ball accelerator turbocharges balls as they roll through the ramps!

Four ramps and three flippers combine to offer additional bonuses, such as Super Jackpots (to score up to 100 Million points), Free Ride (returns balls to novice players who lose balls too quickly), and Redline Mania (the tachometer crosses into the danger zone and all values increase for a limited time). A standup traffic light launches three-ball Multi-Ball action if you complete green, yellow, and red traffic light sequences.

The Dot Matrix screen on the back glass is constantly in motion with graphics and high-speed animation. Shoot the Video Mode target in the upper right-hand corner of the field and the Getaway turns into a video game! "Drive" your car from a third-person, behind-the-car perspective through a treacherous, forward-scrolling, obstacle-laden course. You steer with the flippers and control your speed by shifting up and down. Avoid obstacles, such as cop cars and choppers, and try to hit "EB" icons for extra balls. An awesome soundtrack, blasting sound effects, and lively stereo voices speed up the action even more! The Getaway is your ticket to ride!

GETAWAY
Williams
2 Plays
3 Plays • $1.00
FOR AMUSEMENT ONLY

Hurricane (Williams)

Hurry, hurry, hurry! Step right up for the wildest amusement park pinball game ever! A sequel to Comet and Cyclone, Hurricane blows even more thrills, chills, and surprises than its predecessor.

Open with a skill shot on the long, winding, 360-degree Hurricane ramp, which spans the entire length of the playing field. Three ramps dominate the upper play field. One leads to a Double Ferris Wheel, which automatically passes your ball from one wheel to another before dropping you back onto the field. Two other ramps send your ball through myriad twists and turns, which activate Unlimited Million Point scoring and fires up the Clown Juggler, who loads two to three balls onto the Double Ferris Wheel for Multi-Ball play. Two flippers stand between you and various attractions, such as Clown Time. During Clown Time, you try to light up all six parts of a large clown face for frantic bonus play.

Hurricane sports Williams' standard full-size Dot Matrix display with awesome animated graphics of pie-in-the-face clown antics and fireworks that are intricately linked to on-field action. The lavishly illustrated back glass features a hypnotic, revolving image of the Hurricane roller coaster and its bevy of bizarro passengers.

Lively calliope music, digitized hawking by sideshow barkers, and light shows galore bring the amusement park experience to life. Hurricane will blow you away!

HURRICANE
Williams
3 Plays • $1.00

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NO BULL!

no, we're not from Uranus, the outer space plan-

Levitation
Need For Not Capitol

"... wild fluctuations in styles taking in insane varispeed muso bits, violent metal thrashers with flailing drums, beautiful pop songs, spacey mantras and seemingly anything that has the desired bloodflow of free expression, fear, paranoia and madness."

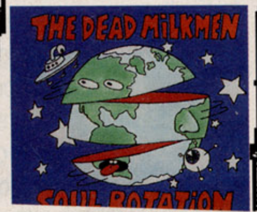
6762 Smile
6761 Resist

Hormonally Yours
Shakespear's Sister

SHAKESPEAR'S SISTER
Hormonally Yours London

Shakespear's Sister have come into their own. Their sound is invested with tried and true pop touches. A semi-subversive edge that subtly colors the work. And nobody has ever tried to present something like Hormonally Yours. Nobody but Shakespear's Sister could pull it off.

6751 Stay
6752 I Don't Care



THE DEAD MILKMEN
Soul Rotation Hollywood

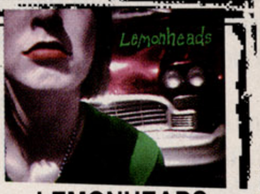
With punk rock sentiments, *The Dead Milkmen* convey a unique vision of absurdity based on convictions that spoof, satirize or mangle popular culture. "The irreverent Philadelphia quartet never sounded better...Their patent brattiness is fully unleashed on Soul Rotation." Creem

6765 The Secret Of Life
6766 The Conspiracy Song

THE CHILLS
Soft Bomb Slash/Reprise

New Zealand is not the sort of place you'd expect to find pop music with "gorgeous hooks and the occasional sharp edge," but they said the same thing about Athens, GA, and we all know what happened there. In the words of Trouser Press, "they love cool, clean production with sparkling high notes, keeping just enough homestyle dustiness to avoid slickness." Believe it.

6757 The Male Monster From The Id
6758 Ocean Ocean



LEMONHEADS
It's A Shame About Ray Atlantic

The Lemonheads are both gritty and gentle, and always immensely pleasurable. Lemonheads reach new heights on "IT'S A SHAME ABOUT RAY," making the band one of the hottest on the post modern scene. Lemonheads continue to make bright, uncompromising rock'n'roll that hits the gut every time. Too bad about Ray.

6753 It's A Shame About Ray
6754 Confetti

DOC LAWRENCE
Doc Lawrence Chameleon/Elektra

Combining compelling narrative, in the tradition of great story tellers like Woody guthrie and Bob Dylan, with his unforgettable voice, moving from a desperate wail of a broken dreamer one minute, to a hard-driving rock 'n roll growl the next, Doc Lawrence is determined to share the full emotional content of his songs with his audience.

6767 Come Dry Your Eyes
6768 I Cried Myself To Sleep

THE PLANET'S CRAZIEST MUSIC DEAL!

The crazy deal fine print: *** 3 Anti-cheese cassettes packed with 3 raging cuts each.** That's 9 free songs in all.*** Just mail the little coupon.** Choose the 9 cuts you want from the 20 anti-biff songs on this page. We promise to put them on 3 cassettes that have 3 songs each (yes, 9 in total) and we mail them to you, as long as you agree to fork over a shipping and handling charge for each cassette. Remember, indicate the numbers of each cut in the teeny tiny boxes on the coupon.*** 3 free anti-cheese cassettes plus a FREE magazine every month.** Every month we will send you our exclusive 'Club 10' magazine free.(Are your nipples hard?) It spotlights 10 new bands and their anti-cheese songs. You can put 3 songs on each of your 3 free tapes. You can pick one, two or three tapes, the choice is always yours. Pick three, stupid-they're free. But remember, you agree to pay the shipping and handling charge for each cassette.This is one great deal that lets you stay on music's cutting edge-that's 120 new and upcoming artists to choose from every year, and it's free.*** Mix your own favorite albums.** In addition to your 3 free tapes every month, you can also make your own personal albums of your favorite songs on other cassettes.Choose from oodles of songs from all sorts of music like THRASH, ROCK, RAP, HIP HOP, SOUL, BLUES, HOUSE, CLUB, POP, even SOUND EFFECTS featured in our 'Club 10' magazine all for a buck a cut and a shipping and handling charge for each cassette. *** $20 buck rebate coupons on music every month.** Starting with your first 'Club 10' magazine you can get rebate coupons on the 10 anti-biff bands featured every month.To get your rebate coupons, you gotta order at least one free tape with 3 songs from the 10 bands featured every month. Every time you buy one of their albums from your nearby music joint, you can use the rebate coupons. A $20 buck value every month.(no lie).*** NO risk - NO obligation.**(no bull#@!%) No we're not crazy. You say " Yeah, yeah, yeah, it can't be real", but this is America, the land of opportunity, the land of deals You can't get suckered and if you're not 100% down-right satisfied, you can cancel. Yup, that's right, simply write "cancel" on your invoice, stuff it in the envelope and send it to us. We don't even care what the reason may be. Hey, don't return the tapes. Keep them, throw them out, give them to your aunt Julie, what ever the hell you want. They're yours free. You'll never hear from us again.

Filled BiFF Music (it's FREE)

Don't sign your life away, read the crazy fine print below...

3 free tapes now...
3 free tapes every month!

Pick any 9 cuts from the bands on this page and we'll put them on 3 cassettes and send them to you FREE.

UNCLE GREEN
Book Of Bad Thoughts **Atlantic**

For those who thought punk rock had no new ground to gain, Uncle Green are a light in the forest" (East Coast Rocker) Their album, "BOOK OF BAD THOUGHTS," exhibits Uncle Green's mastery of a variety of pop idioms, including the outstanding "I Know All About You," and the muscular "I Always Knew You'd Come To Me."

6755 I Know All About You
6756 I Always Knew You'd Come To Me

ELECTRIC BOYS
Groovus Maximus **Atco/EastWest**

The Electric Boys serve notice that the listener is in for one hell of a ride. They walk that thin line between hard rock and great melodies. With GROOVUS MAXIMUS, the Electric Boys push the outside of the rock and roll boundaries. One of the few truly innovative acts to appear on the rock scene in a long time.

6749 Mary In The Mystery World
6750 Dying To Be Loved

BY ALL MEANS
It's Real **Motown**

Real singing. Real music. Real lyrics about real-life. Because sincere, honest music is indeed timeless, By All Means deliver a brilliant package that recalls an era when authentic, from-the-heart soul was the name of the game - while staying totally in-sync, current and contemporary.

6763 The Feeling I Get
6764 Don't Change

SLIK TOXIK
Doin' The Nasty **Capitol**

Canadian rockers, SLIK TOXIK, are DOIN' THE NASTY and it's out of control. Rock to the searing sound of "Helluvatime," the party animal theme song. And when the party's over, reality sinks in with "White Lies/Black Truth," a morning-after catalog of night-before excesses. Crank it up. Hold on tight. And if you have to replace all the windows in your house, then you know you've been DOIN' THE NASTY.

6759 White Lies/Black Truth
6760 Helluvatime

Plus... rebate coupons on cassettes and CD's worth $20 every month.

WHAT THE HELL IS PERSONICS PREVIEWS

* Well, Personics is a new recording process where you can custom make a cassette filled with all the songs you want, in any order you want. Pretty basic, huh? What's even better about Personics is that there's a whole bunch of diversified music to choose from. Here's the crazy thing. The sound quality of the cassette is choice. That means excellent. You can't buy a better sounding tape than these high-bias cassettes. You know why? Because they're recorded directly from digital masters. (no joke)

Club 10 by PERSONICS

Mail to: Club 10
P.O. Box 30628
Tampa FL 33630-0628

☐ Hey man, give it to me now. (I want to help save America from biff-bands). Just send the tapes for free, like you said. And understand this, buddy, I might never ever buy anything from you. Also you can never sue me or anything of the sort. But as you said in the small print, I'll pay for the stupid postage and handling charge for each cassette. Thanks alot.

My main musical interest is (check one):
☐ Heavy metal ☐ Hard rock ☐ Modern rock ☐ Soft rock ☐ Dance/Pop

Free Tape 1				
Free Tape 2				(1A)
Free Tape 3				

•50% Instant Welcome Bonus•

Hey! This is America, land of the Freebies. Yeah, yeah, yeah, you already gave me 9 free cuts, but I want to get 3 more cuts from this ad. And you'll give them to me at a bargain, only 50¢ a cut instead of $1.00 a cut.

Bonus Tape				(1B)

Name (Please Print)
Address Apt.#
City • State • Zip
Phone (area code + #) Date of birth (mo/day/yr) 1AR

Have you bought anything by mail? ☐ Last 6 months. ☐ Never ever.

We reserve the right to ask for additional information, reject any application, or cancel any membership. Limited to new members. One membership per family. Local taxes if any, will be added.

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COVER STORY

By the Unknown Gamer

Arcade, arch-nemesis of superheroes everywhere, is on the loose again. As usual, this strange little man is creating a diabolical amusement park with deadly intentions. This time around, he's bent on the destruction of his foes, Spider-Man and the X-Men.

Based on two classic Marvel comic book series, this Super Nintendo cart by LJN pits five superheroes (Spider-Man, Cyclops, Wolverine, Storm, and Gambit) against Arcade and his deadly bunch of mechanical cronies. Arcade has prepared a cruel challenge for each of the heroes – a room in his amusement park filled with robot replicas of their most dangerous enemies and especially designed to tax their individual super powers to the limit. Not even Professor X's "Danger Room" could have prepared them for the tricks and traps they're about to face.

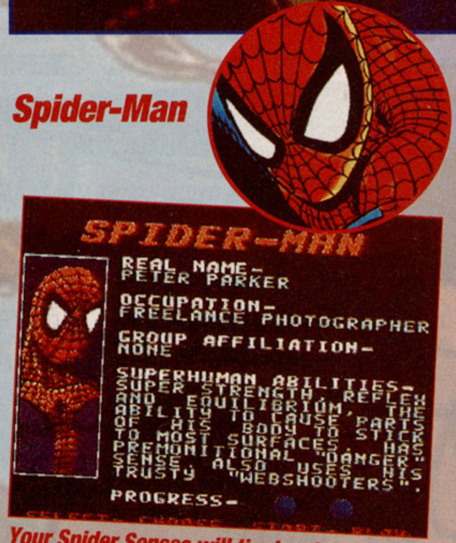
The game has five sections (one for each superhero), and each section has two or more levels of vertically- and horizontally-scrolling, arcade-style action. Tackle the five sections in whatever order you like. When Spider-Man and all four X-Men are victorious, you fight as your favorite superhero in a final climactic battle with Arcade. We'll have a complete ProReview on the game in an upcoming issue. In the meantime, here's a sneak peek at what's in store for superheroes everywhere.

The Amazing Spider-Man and The Uncanny X-Men: Arcade's Revenge by LJN
Available October '92

SPIDER-MAN
X-MEN

The joke's on Arcade when Spider-Man teams up with Cyclops, Wolverine, Storm, and Gambit.

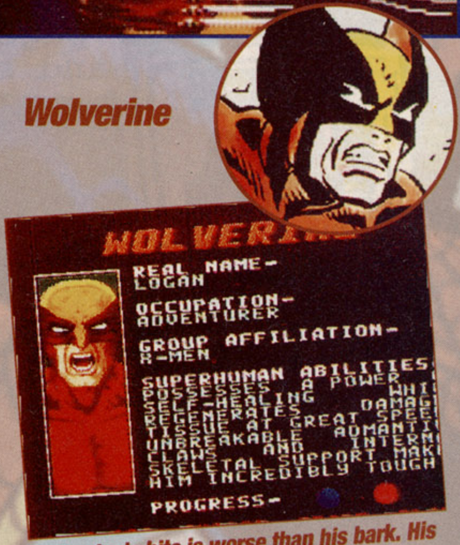
Spider-Man



SPIDER-MAN
REAL NAME-
PETER PARKER
OCCUPATION-
FREELANCE PHOTOGRAPHER
GROUP AFFILIATION-
NONE
SUPERHUMAN ABILITIES-
SUPER STRENGTH, REFLEX
AND EQUILIBRIUM, THE
ABILITY TO CAUSE PARTS
OF HIS BODY TO STICK
TO MOST SURFACES. HAS
PREMONITIONAL "DANGER"
SENSE. ALSO USES HIS
TRUSTY "WEBSHOOTERS".
PROGRESS-

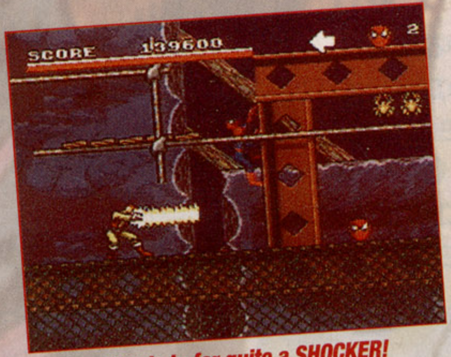
Your Spider Senses will tingle when you check out all of Spider-Man's web-swinging, web-shooting, and wall-climbing abilities.

Wolverine

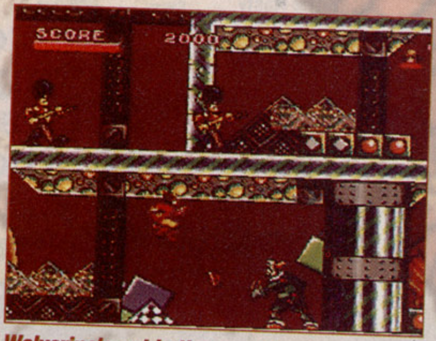


WOLVERI
REAL NAME-
LOGAN
OCCUPATION-
ADVENTURER
GROUP AFFILIATION-
X-MEN
SUPERHUMAN ABILITIES
POSSESSES A POWER
SELF-HEALING WHI
REGENERATES DAMAG
TISSUE AT GREAT SPEE
UNBREAKABLE ADMANTI
CLAWS AND INTERN
SKELETAL SUPPORT MAK
HIM INCREDIBLY TOUGH
PROGRESS-

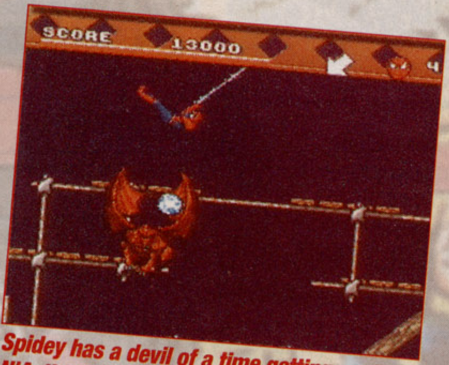
Wolverine's bite is worse than his bark. His Admantium claws can slice through anything!



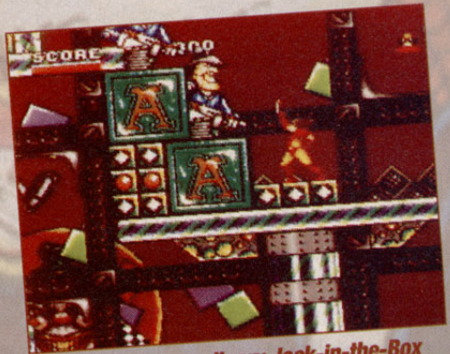
Spider-Man is in for quite a SHOCKER!



Wolverine's not in the mood to clown around with these jokers in Arcade's Fun House!



Spidey has a devil of a time getting past N'Astirh.

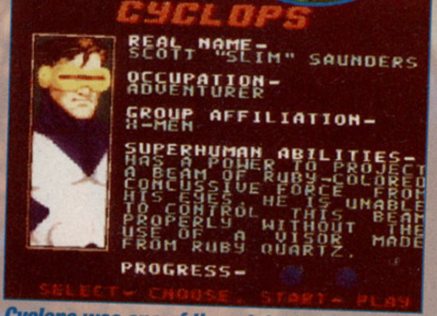


Surprise! It's no ordinary Jack-in-the-Box that pops up in Wolverine's path.

The Amazing Spider-Man™ and The Uncanny X-men:™ Arcade's Revenge™

SNES PREVIEW

Cyclops



CYCLOPS

REAL NAME-
SCOTT "SLIM" SAUNDERS

OCCUPATION-
ADVENTURER

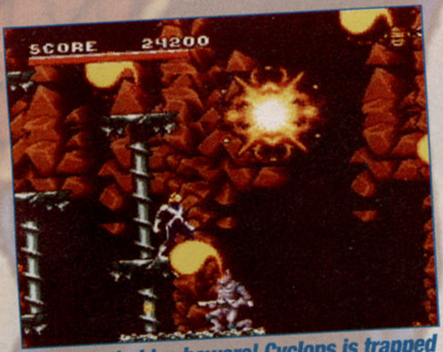
GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
HAS A POWER TO PROJECT
A BEAM OF RUBY-COLORED
CONCUSSIVE FORCE FROM
HIS EYES. HE IS UNABLE
TO CONTROL THIS BEAM
PROPERLY WITHOUT THE
USE OF A VISOR MADE
FROM RUBY QUARTZ.

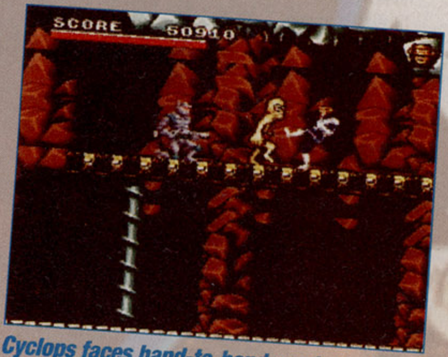
PROGRESS-

SELECT- CHOOSE. START- PLAY

Cyclops was one of the original X-Men. His superhuman abilities include the power to project a deadly ruby-colored beam from his eyes.

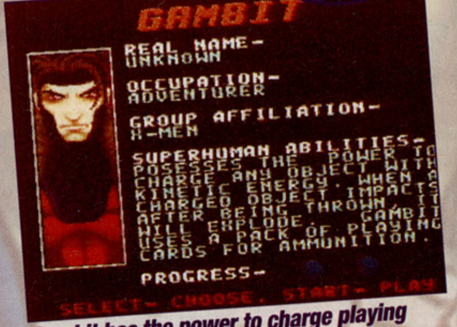


Claustrophobics beware! Cyclops is trapped in a mining tunnel deep under Arcade's complex.



Cyclops faces hand-to-hand combat with the strange denizens of the mine. Ride the mine carts and avoid the electrified rails.

Gambit



GAMBIT

REAL NAME-
UNKNOWN

OCCUPATION-
ADVENTURER

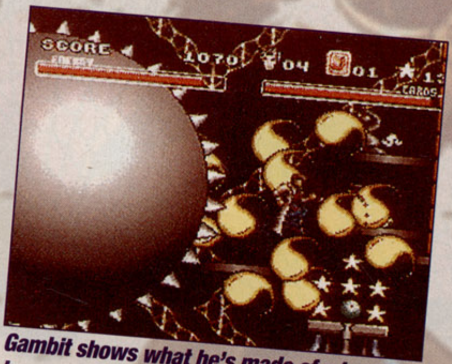
GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
POSESSES THE POWER TO
CHARGE ANY OBJECT WITH
KINETIC ENERGY. WHEN A
CHARGED OBJECT IMPACTS
AFTER BEING THROWN, IT
WILL EXPLODE. GAMBIT
USES A PACK OF PLAYING
CARDS FOR AMMUNITION.

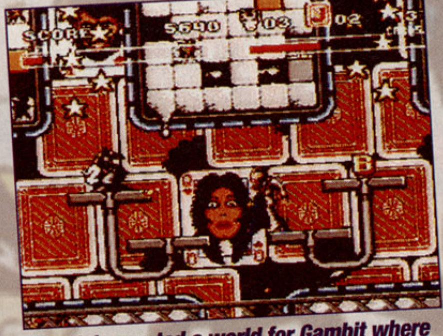
PROGRESS-

SELECT- CHOOSE. START- PLAY

Gambit has the power to charge playing cards with kinetic energy. When he deals the deck, the cards explode. Use them carefully – there's only 52 cards in a deck!

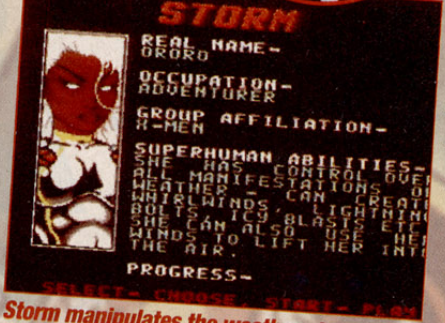


Gambit shows what he's made of when this huge pinball's rolling in his direction. Psst...every deck of cards has two explosive Jokers.



Arcade's created a world for Gambit where games of chance are dangerous to more than his wallet. Avoid falling dice and exploding pawns, then prepare for battle with the Black Queen!

Storm



STORM

REAL NAME-
ORORO

OCCUPATION-
ADVENTURER

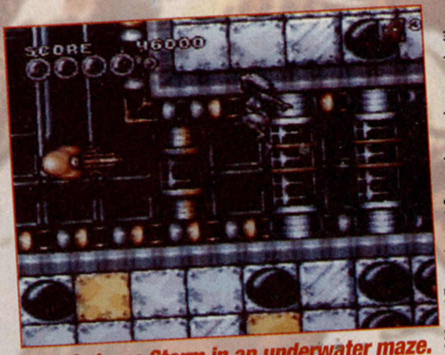
GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
SHE HAS CONTROL OVER
ALL MANIFESTATIONS OF
WEATHER - CAN CREATE
WHIRLWINDS, LIGHTNING
BOLTS, ICY BLASTS ETC.
SHE CAN ALSO USE HER
WINDS TO LIFT HER INTO
THE AIR.

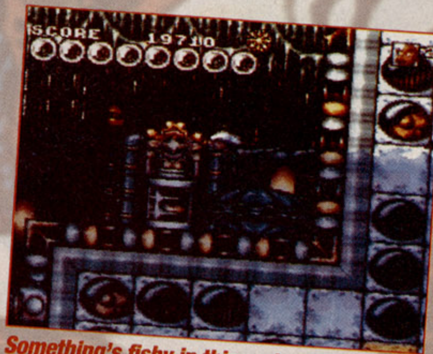
PROGRESS-

SELECT- CHOOSE. START- PLAY

Storm manipulates the weather at will. She can fire lightning bolts, soar with the winds, and use the forces of nature to battle the forces of evil.



Arcade traps Storm in an underwater maze. Although she can use her normal fighting abilities, she must surface regularly to breathe or find another source of air.



Something's fishy in this underwater madhouse. Arcade's stocked these waters with squid, pirhana, and deadly skin divers. To escape this watery grave, Storm must destroy the water valves and raise the level of water in the maze.

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The Amazing Spider-Man™ and The X-Men™:
Arcade's™ Revenge

It's not often that Spider-Man and the X-Men get together so we're celebrating with our Super-Hero Super Sweepstakes!

GAMEPRO Sweepstakes

Three Second Prizes:
Spider-Man and the X-Men in Arcade's Revenge for Super NES

One First Prize:

- Skybox Marvel Universe Series 3 Framed Trading Card Press Sheet - 200 card set.
- Spider-Man and the X-Men in Arcade's Revenge for Super NES
- Spider-Man and the Return of the Sinister Six for NES
- Spider-Man 2 for Game Boy
- Spider-Man for Game Gear

Twelve Fourth Prizes:
Spider-Man 2 for Game Boy
or
Spider-Man for the Sega Game Gear

Six Third Prizes:
Spider-Man and the Sinister Six for the NES System

SEND

Your name, address, city, state and zip code to:

GamePro/SuperMarvel Sweepstakes
P.O. Box 3027
Redwood City, CA 94064

RULES

Entries must be received by September 30, 1992. Drawing will take place on or about October 1, 1992. Winners will be notified by telephone and/or mail. Chances of winning are determined by total number of valid entries received. Total value of prizes awarded is under $5,000. This contest is sponsored by LJN and GamePro magazine. No purchase required. One entry per person. To enter, write your name, address, city, state, zip code, phone number, age and the words Super Marvel Comics Contest on a 3" x 5" piece of paper and mail to: GamePro/Super Marvel Sweepstakes, P.O. Box 3027, Redwood City, CA 94064. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, LJN and their affiliates are ineligible to enter. GamePro and LJN reserve the right to cancel this promotion at any time with appropriate notice.Winners names and prize information may be used by GamePro and LJN for promotional or advertising purposes without further compensation.

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RE-ANIMATED: COMICS TO CARTS

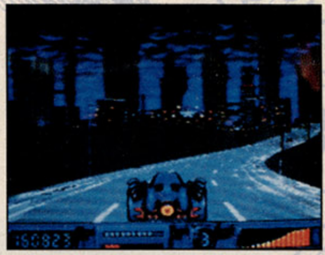
By the Capp'd Crusader and Boy Blunder

Slip into your favorite comic book or cartoon character's costume and live the adventure on your video game systems. Classic strip and cartoon characters are resurfacing, while current caped crusaders are moonlighting. This translates into more games with cartoon connections. Here's a sneak peek at some up-and-coming carts.

SUPERHERO SHOWCASE

Batman

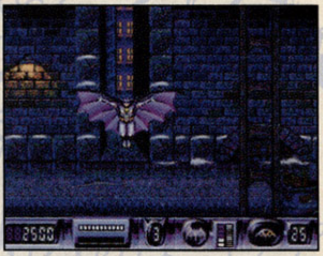
This winged superhero borrows his story from the ancient folktales about vampire bats. Batman started as a comic book and has been in numerous incarnations in print, as well as TV and film. His most notable appearances include graphic novels, such as The Dark Knight Returns and Day One, and two blockbuster movies – Batman and Batman Returns.



Batman Returns

(Sega CD)

Batman Returns CD will run twice as fast as the Genesis cart. Also, there'll be more digitized movie graphics and full Batmobile and Batski driving levels. *(By Sega, available Fall '92)*



Batman Returns

(Genesis)

Following the movie's story line, this side-scrolling action cart includes incredible acrobatic battles against the death-dealing Penguin. The showdown with Catwoman features Batman behind the wheel of the Batmissile. *(By Sega, available October '92)*

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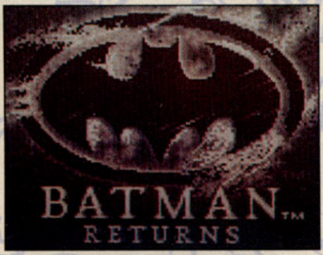
Spiderman and other characters shown ™ & © 1991 Marvel Entertainment Group, Inc. (All rights reserved)



Batman Returns

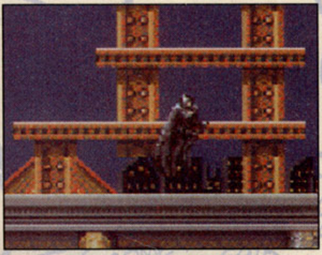
(Game Gear)

Track the Penguin through six fly-by-night levels of digitized video footage from the movie. Use the Batmobile, Batwings, and the Batskiboat to battle against evil. *(By Sega, available September '92)*

Batman Returns

(Super NES)

Take on the Penguin and Catwoman in this much-anticipated super adaptation of this summer's movie. Gamers will control the Batmobile and the Batskiboat. *(By Konami, available January '93)*



Batman: Revenge of the Joker

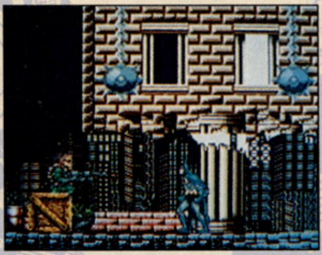
(Super NES, Genesis)

Armed with an arsenal of Batarangs, a crossbow, sonic neutralizers, and sheer force, Batman battles level after level of hideous bosses led by the Clown Prince of Crime himself, the Joker. *(By Sunsoft, available November '92)*

Batman Returns

(Nintendo)

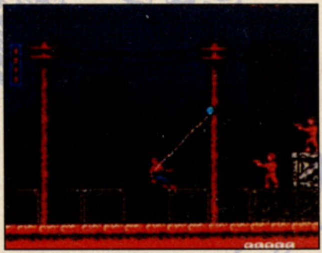
A scaled down version of its SNES cousin, this game lets gamers chase the Penguin and Catwoman in and around Gotham City. *(By Konami, available December '92)*



Batman Returns

(Lynx)

The only Bat, Cat, and Penguin cart available around the time of the movie release includes side-scrolling action with Batarang battles. *(By Atari, available now)*



Spider-Man: Return of the Sinister Six

(Nintendo)

This web-slinging superhero celebrates his 30th anniversary this year in the pages of Marvel Comics. Up-and-coming achievements will include a live-action movie directed by James Cameron. This summer it's all-out Spider-mania when six top arch enemies arise from comic book pages onto the NES! En route to Dr. Octopus' castle hideout, you face-off with Electro, Mysterio, Hobgoblin, Sandman, and the Vulture. *(By LJN, available August '92*

Superman

(Genesis, Super NES)

Superman proved his longevity in the pages of countless D.C. Comics series, a TV show, and blockbuster live-action movies in the early '80s. Now the Man of Steel soars into action on the SNES and the Genesis! Old rival Brainiac's on the loose, and in 24 hours Metropolis could be blown sky high. *(By Sunsoft, available December '92)*

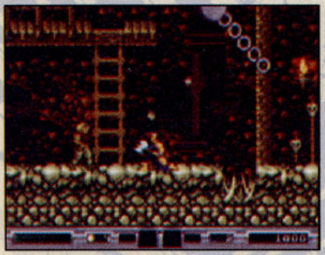
Captain America & The Avengers

(Genesis)

Classic Marvel superheroes, Captain America & The Avengers, survived suspended animation, the vile Red Skull, and even a live-action movie that was so poor it didn't reach theaters. In the upcoming arcade translation, two players choose to play either

™ & © 19

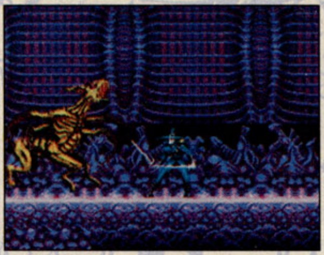
Cap, Ironman, Vision, or Hawkeye. All characters have mighty crime-fighting powers. *(By Data East, available December '92)*



Ex-Mutants

(Genesis)

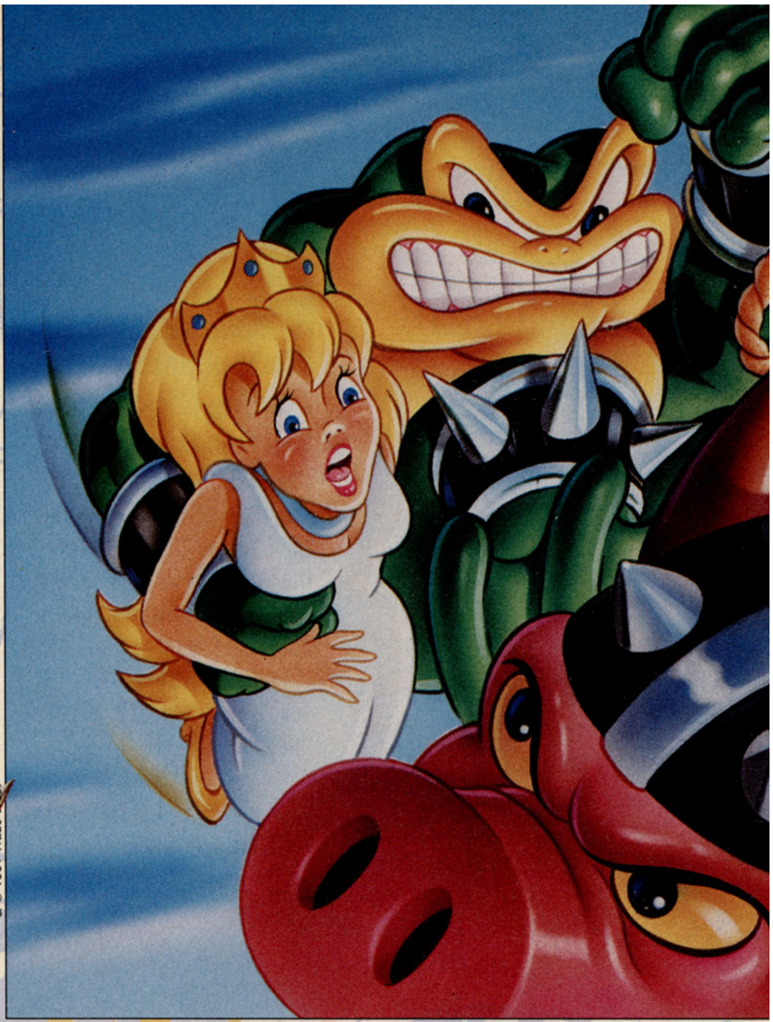
Shannon, Bud, Piper, Tanya, Dillon, and Ackroyd started as a parody of the X-Men and other mutant-based comic heroes. In a post-nuclear holocaust Earth, the Ex-Mutants' mission is to repopulate the world with humans. In this 8-megabit action game, you play Ackroyd or Shannon on a quest through eight levels to rescue your friends from a worm-like neatness freak, Sluggo. *(By Sage's Creation, available now)*



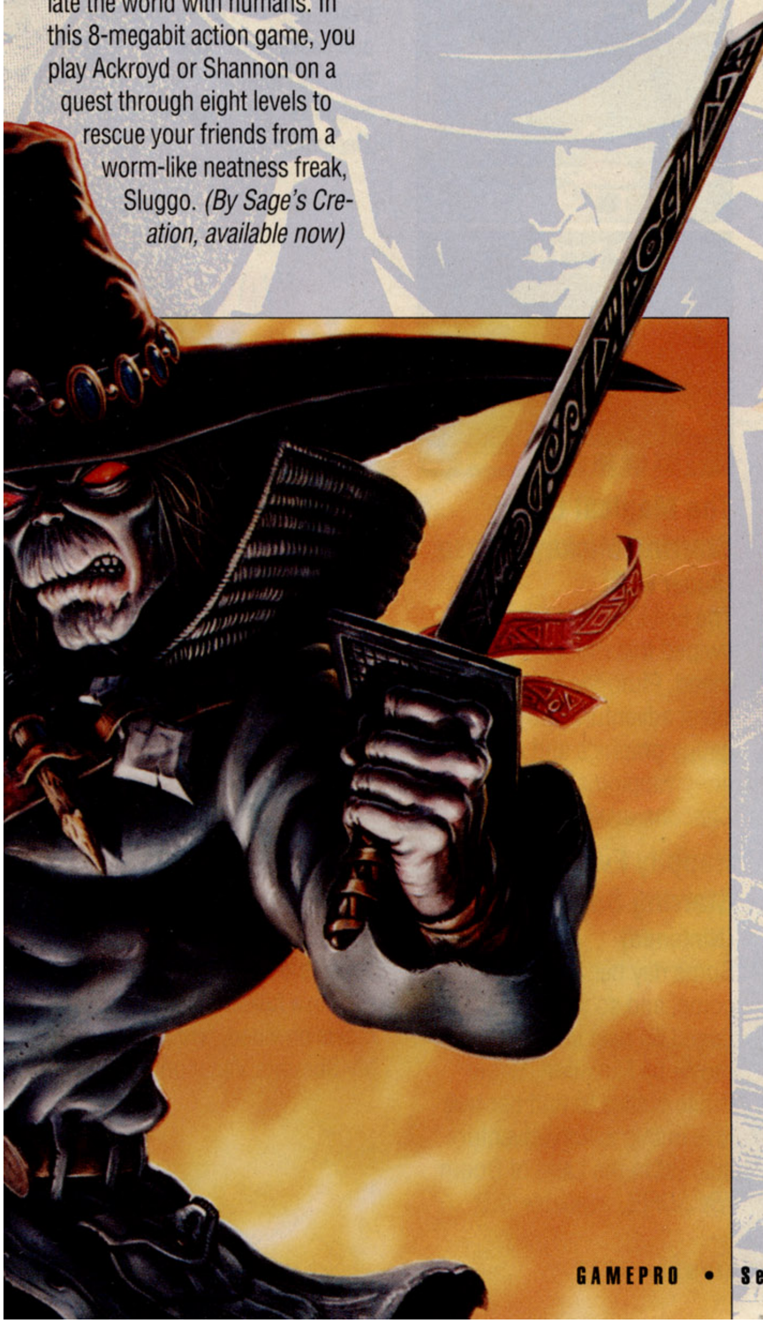
Chakan, The Forever Man

(Genesis)

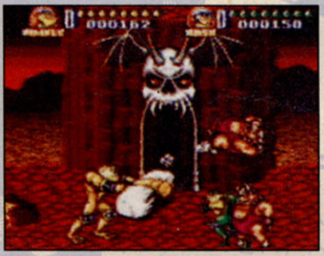
This dark character comes from a Japanese comic book. He's a warrior/priest who has been stripped of his former powers. Chakan wanders the globe until he can vanquish the cultish beasts of the dark. *(By Sega, available November '92)*



TM & © 1991 Tradewest



SLIMY SUPERHEROS



Battletoads

(Arcade, Super NES)

A group of awesome amphibians took the NES by storm last year. We're talkin' Battletoads. With wax-pack trading cards under their belts, the terrific trio's heading for an animated TV show debut this Thanksgiving, as well as all-new SNES and arcade adventures! (See ProNews Report, page 154.) *(By Tradewest, Arcade available Winter '92, Super NES available Spring '93)*

Toxic Crusaders

(Super NES)

Borrowing their plot from the cult movie, The Toxic Avenger, the Toxic Crusaders appear in a radioactive cartoon and a comic book. Soon, they'll be corroding the box office with an animated feature film. Battle Dr. Killemoff's ruthless henchmen to save your girlfriend from their mutant clutches. This side-scrolling action game features Toxie with a pollution-soiled mop as his weapon. *(By Bandai, available Winter '93)*

Toxic Crusaders

(Game Boy)

Aided by his trusty mop and a few fellow Crusaders, Toxie cleans and scours his way through six levels of play, including rivers of radioactive slime and deadly frogmen. With your help, Toxie will mop up the ultimate dirty bird, Dr. Killemoff. *(By Bandai, available Winter '93)*

THE MAGICAL WORLD OF DISNEY

Walt Disney's comical characters have captured the hearts of fans young and old. Now fixtures of Americana classics, such as Mickey Mouse, Donald Duck, and Snow White, appear in comic books, cartoons, movies, and theme parks. What's more, a new wave of '90's Disney stars have been created for the theaters and the Disney Afternoon, including The Little Mermaid, TaleSpin, and Darkwing Duck.

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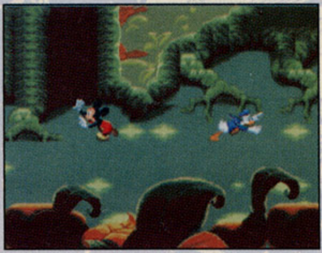
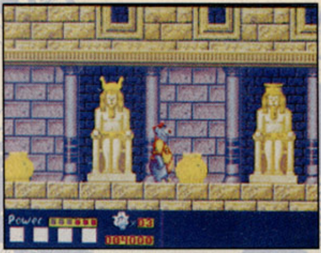


World of Illusion Starring Mickey Mouse and Donald Duck

(Genesis)

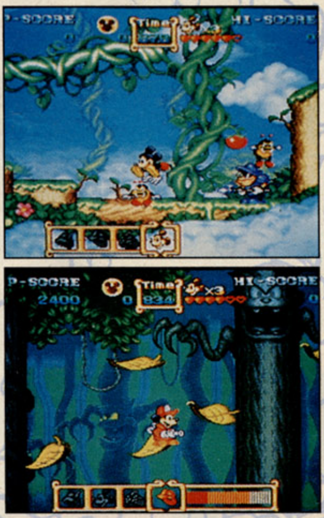
Together at last! Grudgingly, Mickey and Donald team up in the World of Illusion. The pair disappear through a magic void and land in a fantastical, side-view, multi-directional scrolling realm. *(By Sega, available Fall '92)*



TaleSpin

(Genesis,Game Gear)

And they're off! Disney Afternoon flyboys, Baloo the Bear and sidekick Kit, fly the Sea Duck 'round the world in a contest against air pirates. They wage an air war with a grease gun and Baloo's big belly. Kit even cruises the skies on his air foil. *(By Sega, available November '92)*



The Magical Quest Starring Mickey Mouse

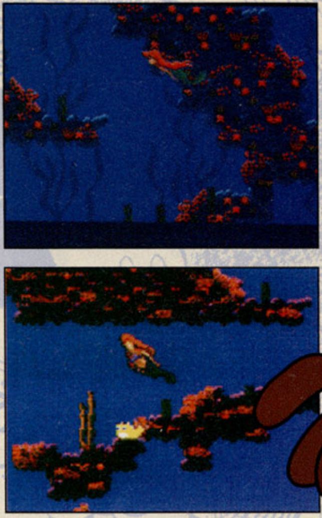
(Super NES)

The Evil Emperor Pete has swiped this mouse's best friend, Pluto the dog. Mickey's latest adventure sports gorgeous graphics and a fun identity-swapping ability. *(By Capcom, available Winter '92)*

Happily Ever After Starring Snow White

(Nintendo)

Some day her Prince will come, and so will her NES cart. Based on next summer's new movie by Filmation, Snow White battles to find her true love in this action/adventure epic set in the Land of Doom. *(By SOFEL, available '93)*



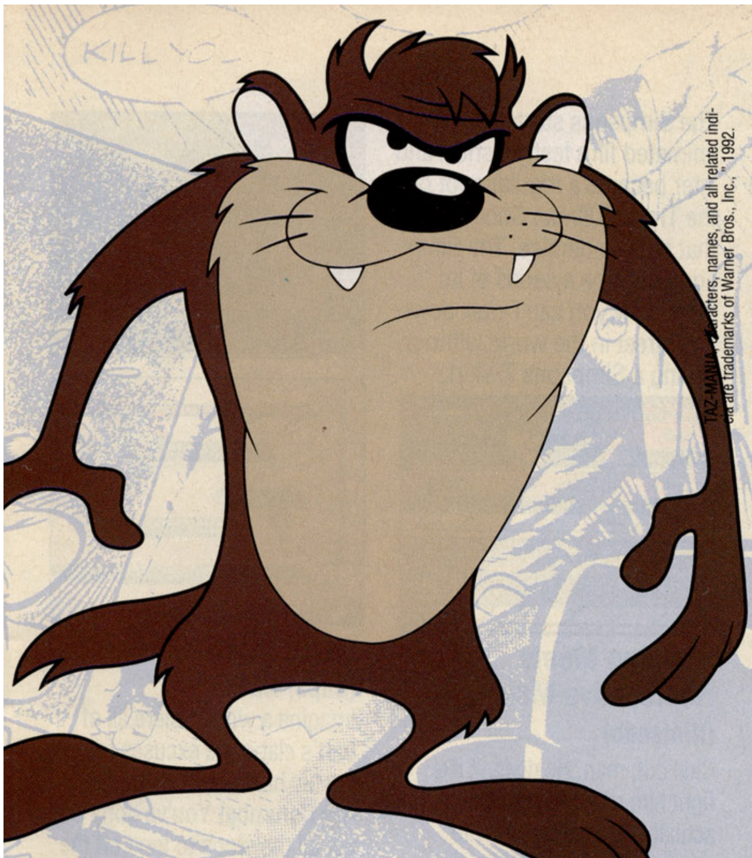
Ariel: The Little Mermaid

(Genesis, Game Gear)

Under the sea, Ariel and her father, King Triton, defend their domain from Ursula's enchantments. One player chooses either mer-hero and seeks assistance from companions Flounder, Scuttle, and Sebastian. *(By Sega, available December '92)*

WARNER BROTHERS TOON-MANIA

Recognized as pioneers of the art form, Looney Tunes cartoons have been entertaining audiences of all ages forever. The late great Mel Blanc provided voices for a huge cast of characters, including Bugs Bunny, Daffy Duck, Porky Pig, Road Runner, Sylvester, and Tweety. More recently, Steven Speilburg has created the next Looney generation. Tiny Toon Adventures appears on the air every afternoon, and the mini-Toons can be seen in a full-length feature movie on video, "How I Spent My Summer Vacation."



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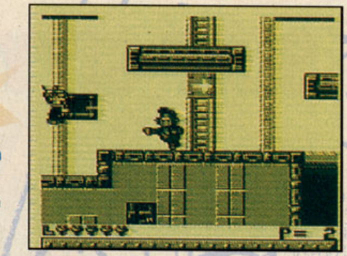
YABBA DABBA HANNA BARBERA

Hanna Barbera is famous for creating just about every cartoon under the sun, from Fred Flintstone's throbbing thumb to George Jetson's up and down career at Spacely Sprockets to Tom & Jerry's endless chase scenes. These characters are a part of every kid's cartoon experience. A resurgence of Jetsonsmaina sprouted with the recent feature film, which included the crooning of teen-star Debbie Gibson. A Tom & Jerry movie is set for release in early '93.

Tom & Jerry

(Super NES)

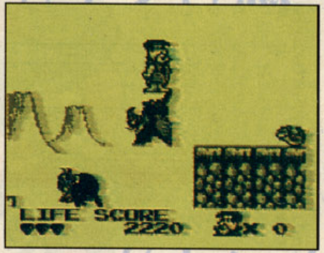
It's another game of cat and mouse for Tom & Jerry. In the SNES cart, Jerry and pal Tuffy must survive a rat maze. Tom tries to squelch the pair with wind up toys, film projectors, and falling sandbags. *(By High-Tech, available November '92)*



The Jetsons

(Game Boy)

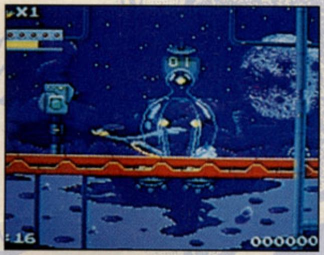
Play your favorite space-age family in this action game that features the Jetson family in a madcap futuristic caper. *(By Taito, available December '92)*



The Flintstones

(Game Boy)

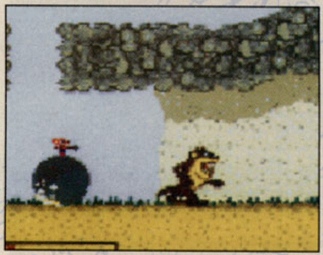
In this side-scrolling action game, you play Fred on a mission. He must find a lost treasure for Wilma's anniversary gift. *(By Taito, available December '92)*



Death Valley Rally

(Super NES)

As the Road Runner, you must avoid Wile E. Coyote's attempt to add you to his culinary creations in this beautifully animated action game. *(By Sunsoft, available October '92)*



Taz-Mania

(Game Gear)

Spin through eight levels of super fast Sonic-style action as Taz searches for the Lost Seabird's boulder-size egg. *(By Sega, available October '92)*

Tiny Toon Adventures Cartoon Workshop

(Nintendo)

Create your own Toons cartoon! Cartoon Workshop enables you to animate your favorite Toon characters with a paintbrush and pop-up menus. *(By Konami, available November '92)*

Tiny Toon Adventures II

(Nintendo)

The Toons take off on a five-level Amusement park journey that's filled with roller coaster thrills and log ride spills. You can play as five different Tiny Toon heroes, and you can bet Montana Max is behind the confusion. *(By Konami, available Early '93)*

Tiny Toon Adventures

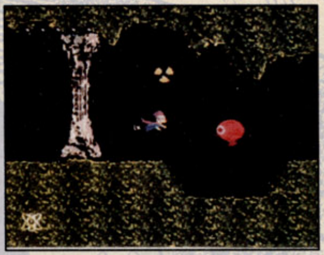
(Super NES)

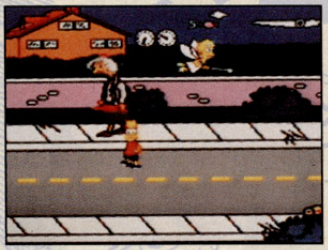
Tiny Toons run rampant at the Acme Looniversity in this athletic adventure. Six levels, subgames, 3-D scrolling, and the ever-popular theme song give this cart the Toon magic you crave. *(By Konami, available Early '93)*

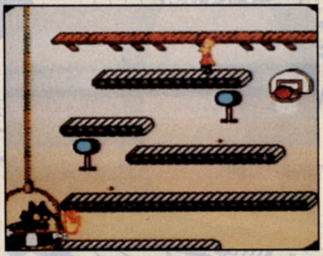
SIMP-CITY

The Simpsons™ & © 1991 Twentieth Century Fox Film Corp. (All rights reserved.)

The Simpsons started as an animated film festival short and later became a regular spot on the Tracey Ullman Show. After that show's demise, The Simpsons became a series of its own. Now you can't walk down any street in the world without seeing a Simpsons T-shirt.







Bartman Meets Radioactive Man

(Nintendo)

Chill out, man. He doesn't like fight him or anything. In fact, Bart actually rescues his favorite comic book hero, Radioactive Man, from the "Limbo Zone." *(By Acclaim, available late Fall '92)*

Bart's Nightmare

(Super NES)

Imagine a world where all of Bart's elaborate excuses for losing his homework come true. Aye Carumba! You've gotta pull out all the stops to fend off the evil dudes on the nightmarish search for your homework. *(By Acclaim, available late Fall '92)*

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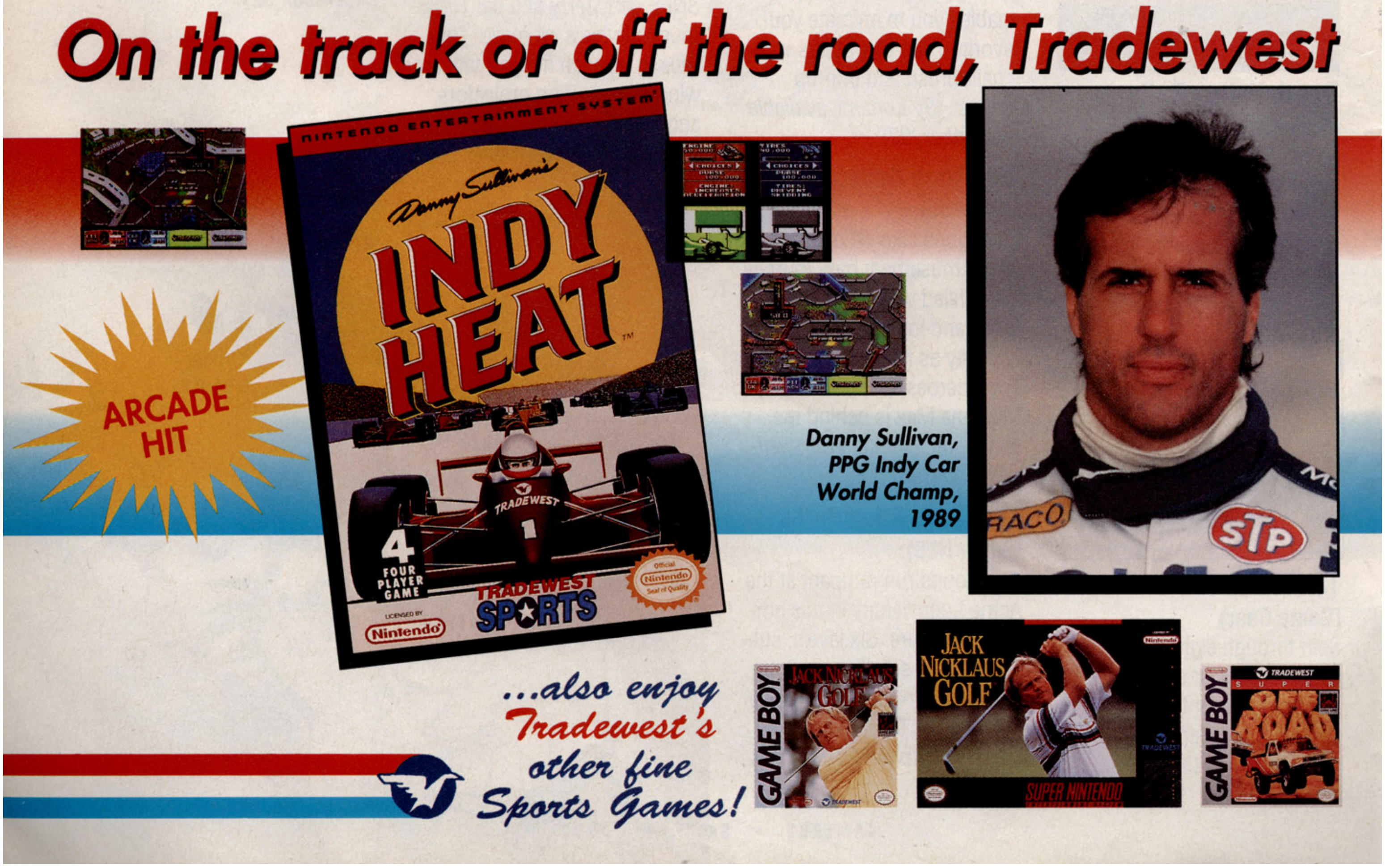
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TOONS TO WATCH

SCORE
JACKPOT

Cool World

(Super NES, Sega CD)

Cool World is the latest animated movie from Ralph Bakshi ("Fritz the Cat," "Lord of the Rings"). It features state-of-the-art live-action with animated footage. There isn't much info available on either version of this game, yet. But, no, Kim Bassinger doesn't come bundled with either one. The CD version will be an action/RPG that stars digitized graphics (cartoon and real life) and music from the movie. (SuperNES *by Ocean, CD by Sega, both available Winter '93)*

Felix the Cat

(Nintendo)

A recent Felix the Cat renaissance has him starring in a full-length movie and two new comic book series. He's even the centerpiece for an Asian car (the Felix Mira by Daihatsu). Hudson's new NES adventure sends Felix and his Magic Bag of Tricks off to rescue pretty Kitty from the Professor's clutches. Righty-O! *(By Hudson Soft, available October '92)*

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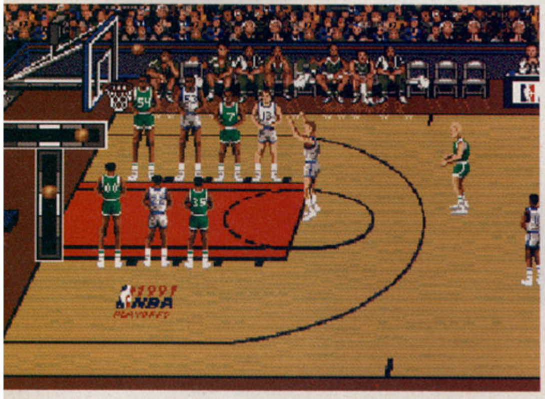
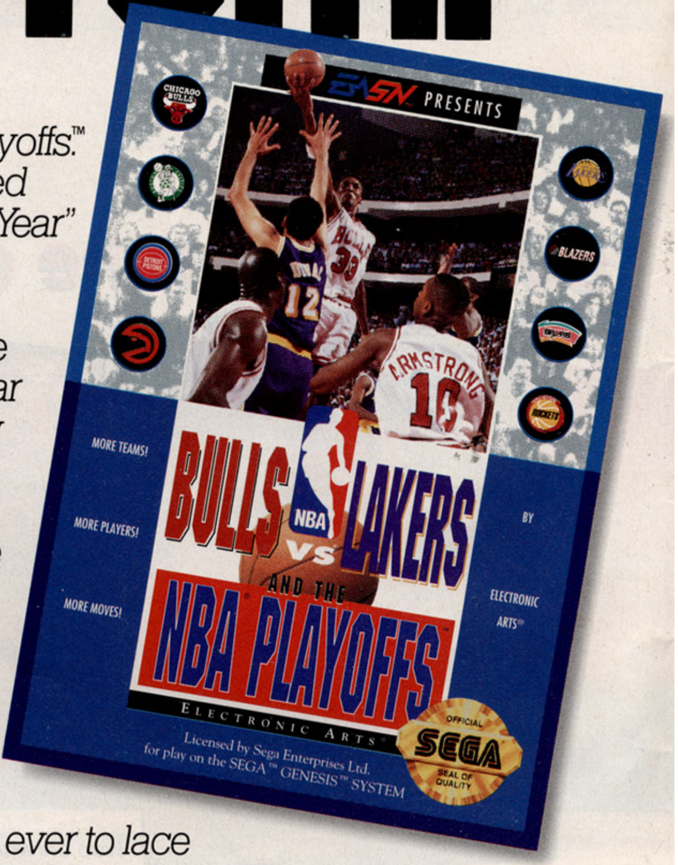
And, of course, you get to play with the best guys ever to lace up a pair of hightops. High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.


1991 NBA PLAYOFFS

Use the EASN "T" Meter to control the power and accuracy of free throws. Sink your shots or sink your team.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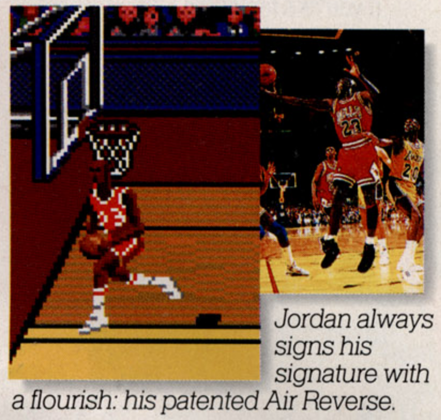
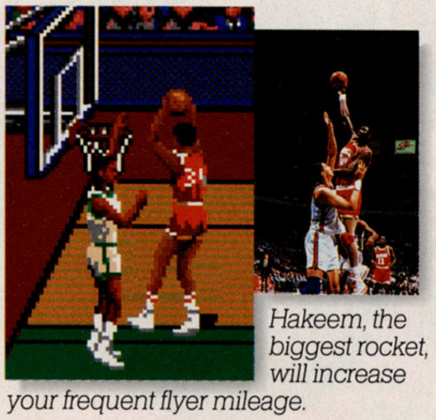
As you'd expect, EASN covers every bounce of the ball. Capturing every brick that clangs off the rim, every squeal of $159 sneakers on hardwood.

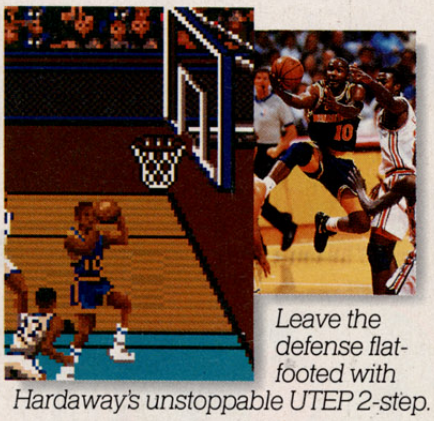
The network's expanded coverage includes instant replays of everything that happens on the court. Timely stats. Scores from other games. Highlights. Even the EASN pre-game and half-time show.



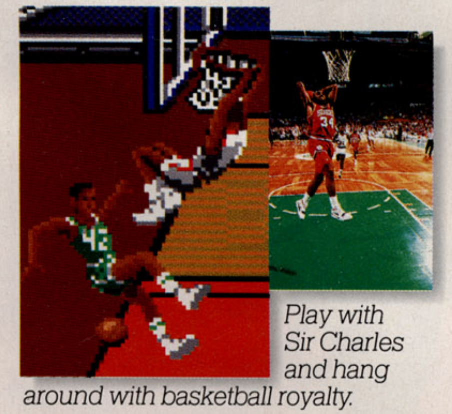
Jordan always signs his signature with a flourish: his patented Air Reverse.



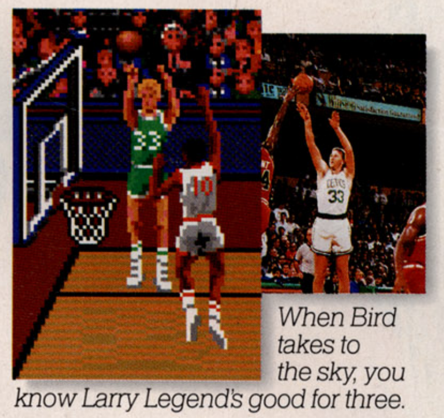
Hakeem, the biggest rocket, will increase your frequent flyer mileage.



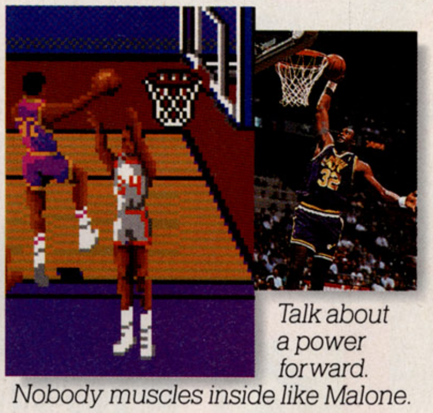
Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



Play with Sir Charles and hang around with basketball royalty.



When Bird takes to the sky, you know Larry Legend's good for three.



Talk about a power forward. Nobody muscles inside like Malone.

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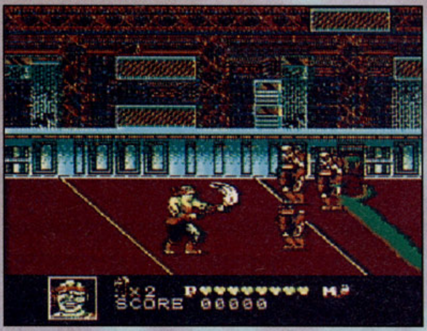
NINTENDO PRO REVIEW

Toxic Crusaders

By Toxic Tommy

When nerd deluxe, Melvin Junko, fell into the vat of Grossolium 90, the world, and especially Tromaville, was never the same again. That's because the awful toxic waste transformed Melvin into Toxie, a hideously deformed creature with superhuman strength and a kind heart.

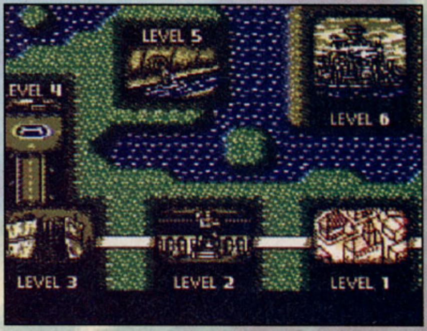
Toxie's a cult movie star (as the Toxic Avenger), and he has his own cartoon show. Now he cleans up the NES in Toxic Crusaders by Bandai.



This time Toxie's in for toxoid trouble

Stay Tooned

Toxic Crusader is an above average, side-view, horizontally-scrolling, action/adventure cart. Toxie's out to defend Tromaville, and the rest of the U.S., from the polluting ways of Dr. Killemoff and his Radiation Rangers. As an added challenge, he has to rescue his mutant pals, the Toxic Crusaders, from Killemoff's corrosive clutches.



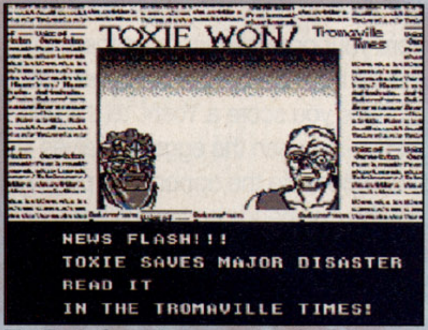
Take a misguided tour through Tromaville.

If you're a fan of the cartoon show, you'll groove to this cart's graphics and sound. The pixs are straight-out of the toob, and they're good 8-bit quality. The upbeat rendition of the Toxic

COMIX 'N TOONS

Crusader theme song will bring a tear to the eyes of real Toxic Crusader fans...or is that the smog?

Toxie's solo quest takes him through six levels of sludge, slime, and goop. He's got to make a clean sweep of Tromaville and some of its most famous sites, such as Tromaville High School, Tromaville Factory, Tromaville Highway, Tromaville Sewer, and Island City. If you beat the level bosses, you'll eventually find all the Toxic Crusaders – Nozone, Major Disaster, Headbanger, and Junkyard. Even Toxie's girlfriend Yvonne and, of course, Mom are there. Out to turn you into sewer sludge are the Toxic Crusader bad guys that everyone loves to hate: Psycho, Bonehead, Mayor Grody, and Dr. Killemoff.

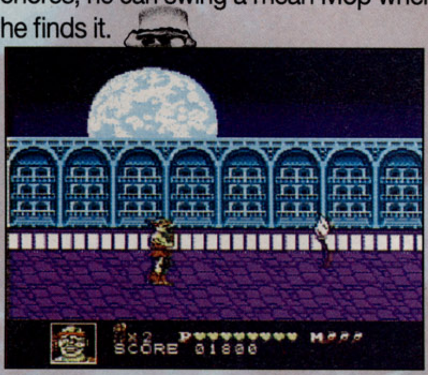


NEWS FLASH!!!
TOXIE SAVES MAJOR DISASTER
READ IT
IN THE TROMAVILLE TIMES!

The Toxic Crusaders are out in force to save the environment!

It's Cleanup Time!

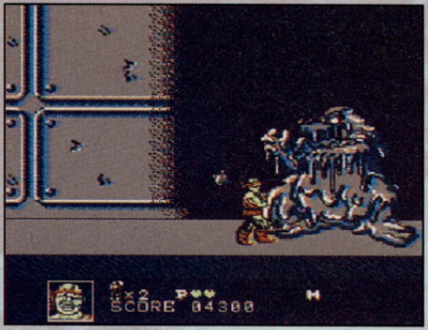
Toxic Crusaders dish out a satisfying dosage of hop and bop action...well, actually mop and sock is more like it. Toxie's only moves are a jump and a punch. However, for powerful cleanup chores, he can swing a mean Mop when he finds it.



PROTIP: The best way to progress through Level 2 is to power up the Mop to Power Level Three. It will then attack like a boomerang. You can power up by smashing Cans in Level 2's very first section. It's almost worth it to restart the level if you don't.

PROTIP: Remember, with the Mop at Level Three power, you can punch while it's flying through the air.

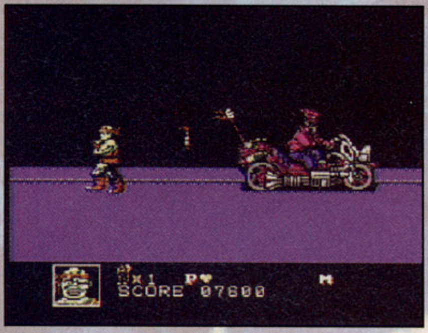
The solid, responsive Controls match Toxie's spartan moves. However, it's a breeze to make Toxie do your bidding. That's good, because Toxic Crusaders will sprain your thumbs and drain your brain!



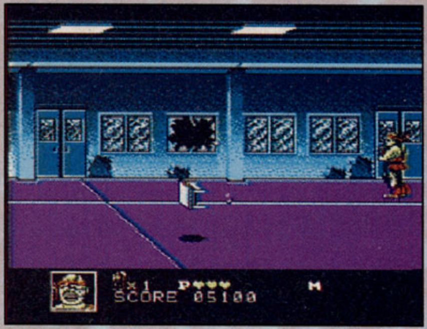
PROTIP: Beat Boss Polluto at the end of Level 1 by standing in front of his gross belly. When he's about to puff his cheeks to blow slime at you, jump and punch his snout.

Don't expect to wipe the place up with this cart. In fact, it will probably make novice gamers and little kids cry. The Radiation Rangers and the disgusting level bosses show no mercy and they attack you relentlessly. There's radioactive slime and goo everywhere. Toxie's even got to ride a skateboard through one level. At least completing a level rewards you with a password, which is some relief from the traumas of Tromaville.

PROTIP: Use a close-in attack to beat Radiation Rangers. They won't fire their guns or toss their buckets of slime if you're too close to them. However, some will jump at you.

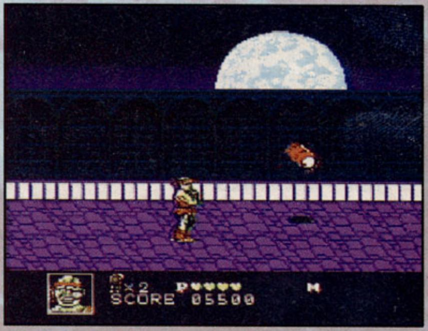


PROTIP: When Bonehead tries to drive his bike over you at the end of Level 2, jump over him and punch his noggin'. Then move away from him to the edge of the screen. That way his noxious splashes can't hit you.



PROTIP: Stay alert when you walk by windows.

Also, for a mutant, Toxie's fragile. You get three lives with eight Hearts per life, but you'll need every edge you can find. Your Mop's your only weapon, but you'll have a tough time holding onto it as the Radiation Rangers pummel you.



PROTIP: Rolling cans, which contain power items, roll in threes across three parts of the screen – top, middle, and bottom. Walk down the middle of the screen and you can always smash the first one. Usually, only one of them holds the helpful item.

It's Toxeriffic!

Toxic Crusader is a gem in the goo. Ninja Gaiden and Teenage Mutant Ninja Turtles it ain't, but it's darn near the next best thing. Toxie fights a tough fight and looks pretty good doing it, too. Toxic Crusader fans will definitely want to mop up Dr. Killemoff and clean up Tromaville, but they'd best be prepared for a fierce fight.

This cart's better than you might expect. With a name like "Toxic," it's gotta be good!

Toxic Crusaders by Bandai

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.5	ADV. Advanced

Price not available
2 megs
Available now

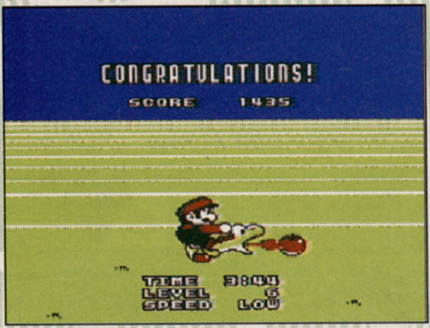
Action/Adventure
One Player
Passwords

NINTENDO PRO REVIEW

YOSHI

By Slasher Quan

Super Mario's pet dinosaur, Yoshi, hatches out of his sidekick role and takes center stage in his very own NES game! Yoshi by Nintendo isn't long on graphics and sound, but it's a fun, if limited, puzzler cart that Tetris and Dr. Mario fans will get into in a jiff.

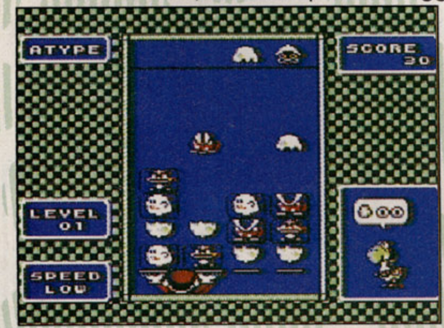


Meet Yoshi – on the NES!

The Mario Shuffle

Here's another game that's simple to learn but maddening to master. One or two players (as the famous Italian plumber brothers Mario and Luigi) get buried in a rain of star villains from the Super Mario game series. Little Goombas, Bloobers, Piranha Plants, Boo Buddies, and even Yoshi's eggs fall from the sky and collect on four trays. You dash back and forth between the trays and shuffle them around with the A and B buttons.

Your goal is to match vertical pairs of characters for big points. Each matched set disappears, which keeps the pile from overflowing. The best reward is a hatched Yoshi. You lay down a lower half shell, then complete the egg with an upper half shell. The more icons you sandwich between the two halves, the bigger your Yoshi bonus score! However, if the stacks bust through the top of the screen, it's game over, partner.

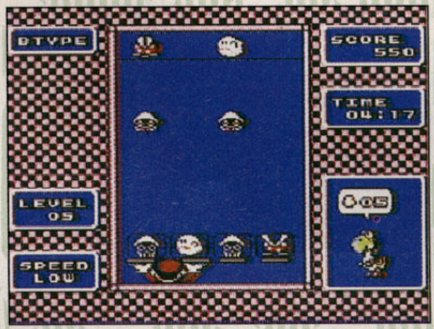


PROTIP: Keep your options open! Place an eggshell at the bottom of each stack so that you can score a Yoshi anywhere, any time.

Hard-Boiled

Yoshi's basic premise is solid, but the game's one-dimensional and not as complex as other puzzlers. You can't even make matches in multiple directions. Still, the cart keeps you busy with several game settings. A Type is a straight-up, high-scoring affair, and the action gets faster as you match more characters. B Type pre-stacks the screen with icons, and you must clear out the pile to advance to the next stage.

An options menu enables you to choose the level of play, alter the game's speed, and select one of three background tunes. Yoshi's graphics are 8-bit average, and the music borders on obnoxious. At least the control is nearly pinprick precise.

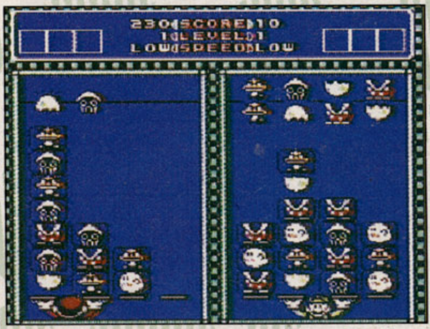


PROTIP: Plan ahead. Set up your final four characters, so you can take them out in two shots.

PROTIP: Beat Level 5 in the B Type game and you'll move on to a new, hidden challenge – Level 6.

Yoshi for Two

Yoshi's an egg-full of fun when two players go head-to-head in the versus battle. Two-player mode splits the screen, so you both get an unobstructed view. You must clear out your character stacks before your opponent or force them to mess up and push a pile out of bounds. Each time you score a Yoshi, all the characters in-between the eggshell halves are dumped into the opponent's playing field. You can handicap each other to even up the competition.



PROTIP: Complete a seven-character Yoshi to bury the opponent in one fell swoop.

This Dinosaur Delivers

Players in search of another fast-paced, brain-burning puzzler should consider giving Yoshi a call. The cart won't have you seeing stars, but it's a nice "tide-me-over" for Tetrisize gamers on the prowl for a new NES challenge with a Mario twist!

Yoshi by Nintendo

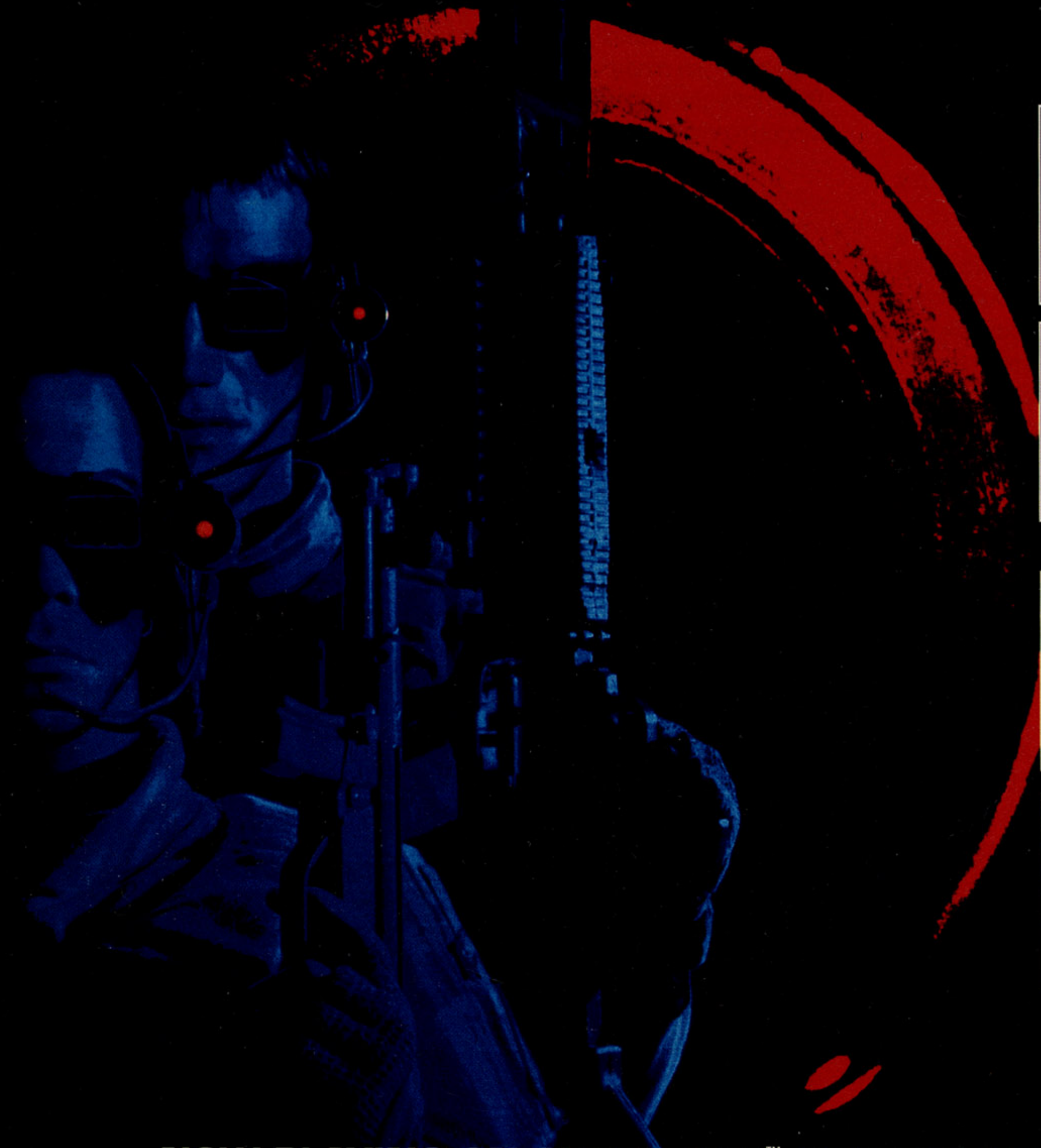
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.5	3.5	ADJ. Adjustable

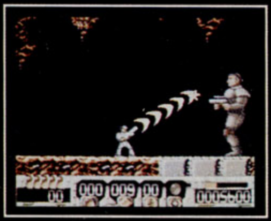
$34.95
Available now
Puzzler

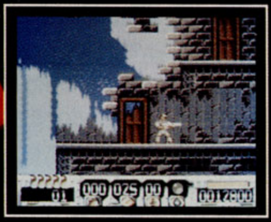
Two Players

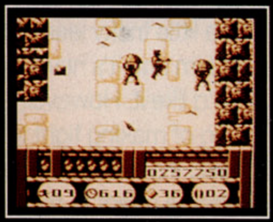
UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME   DOLPH LUNDGREN









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DragonStrike

By Earth Angel

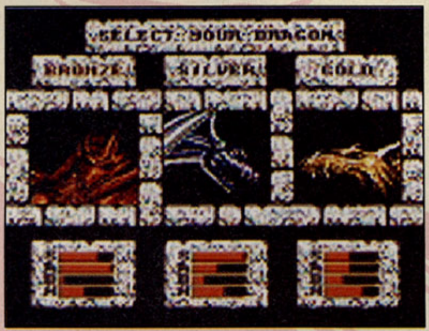
Alas, the continent of Ansalon has been enslaved by malevolent Draconians and Dragons. The land's only hope is (oh, oh) you! Climb into the saddle and get ready to ride...er, fly! That's right, pilgrim, you're gonna have to ride a Dragon to save the day.

Fly Me

DragonStrike is the next in FCI's series of games with the Advanced Dungeons and Dragons theme. If you're expecting another role-playing game, you're wrong! If you're expecting DragonStrike, the PC version, you're wrong again. DragonStrike is a one- or two-player, shooter/action/adventure hybrid, with an overhead-view and an unusual style of game play.

Your task is to vault onto the back of one of three different dragons and clear out all the Draconians and unfriendly Dragons from the 13 regions of Ansalon. The three benevolent Dragons have different abilities, including speed, armor, breath weapons, and health.

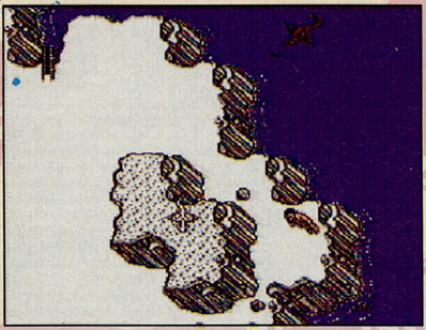
Controlling a dragon takes practice. It's a little tricky learning how to maneuver him and it's never quite as precise as you'd like it. However, once you get the hang of making tight turns, it's fairly automatic. It's especially important to become adept at making your fire-breathing beastie fly instantly at higher or lower altitudes.



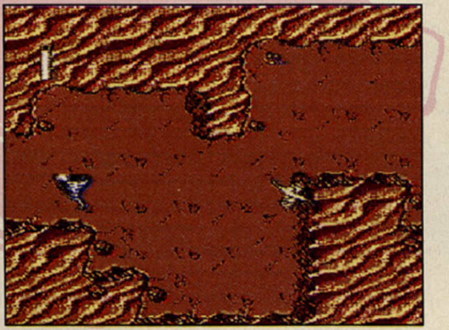
PROTIP: The Gold Dragon is slow, but he has powerful weapons and excellent health. He's a good choice for beginners.

Upon flying into enemy territory, you'll discover different terrains. The locales include the Seashore, the Desert, and a Cityscape. Each features different obstacles, both natural and Draconian-made. They pose grave challenges for your winged reptile.

PROTIP: Watch out for that tree, cliff, or other elevated obstacle. Fly into it and you'll do yourself some serious damage.



PROTIP: In the second part of the Seashore area, don't fly over dotted portions of land. They'll drain your strength.



PROTIP: Fly high to avoid damage from the blue whirlwinds in the Desert area.

Taking Draconian Measures

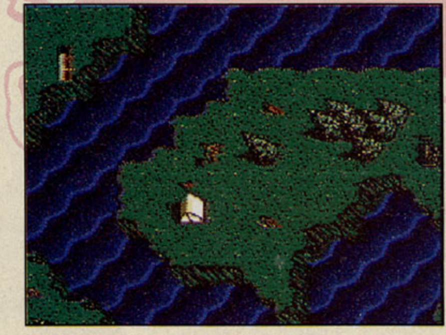
The Draconians and the Dragons in each area have different abilities to hurt you. Some are on foot. Others are in boats. Some use catapults or other Draconian weapons. Depending on where the enemies are located, you may have to fly high or low to destroy them.

PROTIP: When you fly low, it's easier to dodge enemy shots.

When you clear an area of the requisite number of bad boys and beasts, you hear a tone. You can advance to the next area by simply flying to the top of the screen. After some areas, you face-off with a nasty boss beast.

PROTIP: You don't have to destroy all of the enemies on a level to complete it. However, if you do, you earn full health.

After a few wing-singeing encounters with the Draconians, you and your beastie will be more than happy to discover that the continent abounds with power-ups. Some lie in full view scattered throughout the land. Others appear when you destroy Draconians and enemy Dragons. These magical items include speed potions, shields, health potions, and amulets that protect the dragon from different types of Draconian attack. Some items permanently increase your Dragon's abilities, while others only give him temporary aid.



PROTIP: Blast the White Tents in the Forest. There's always a power-up hiding inside.

Ansalon Needs You!

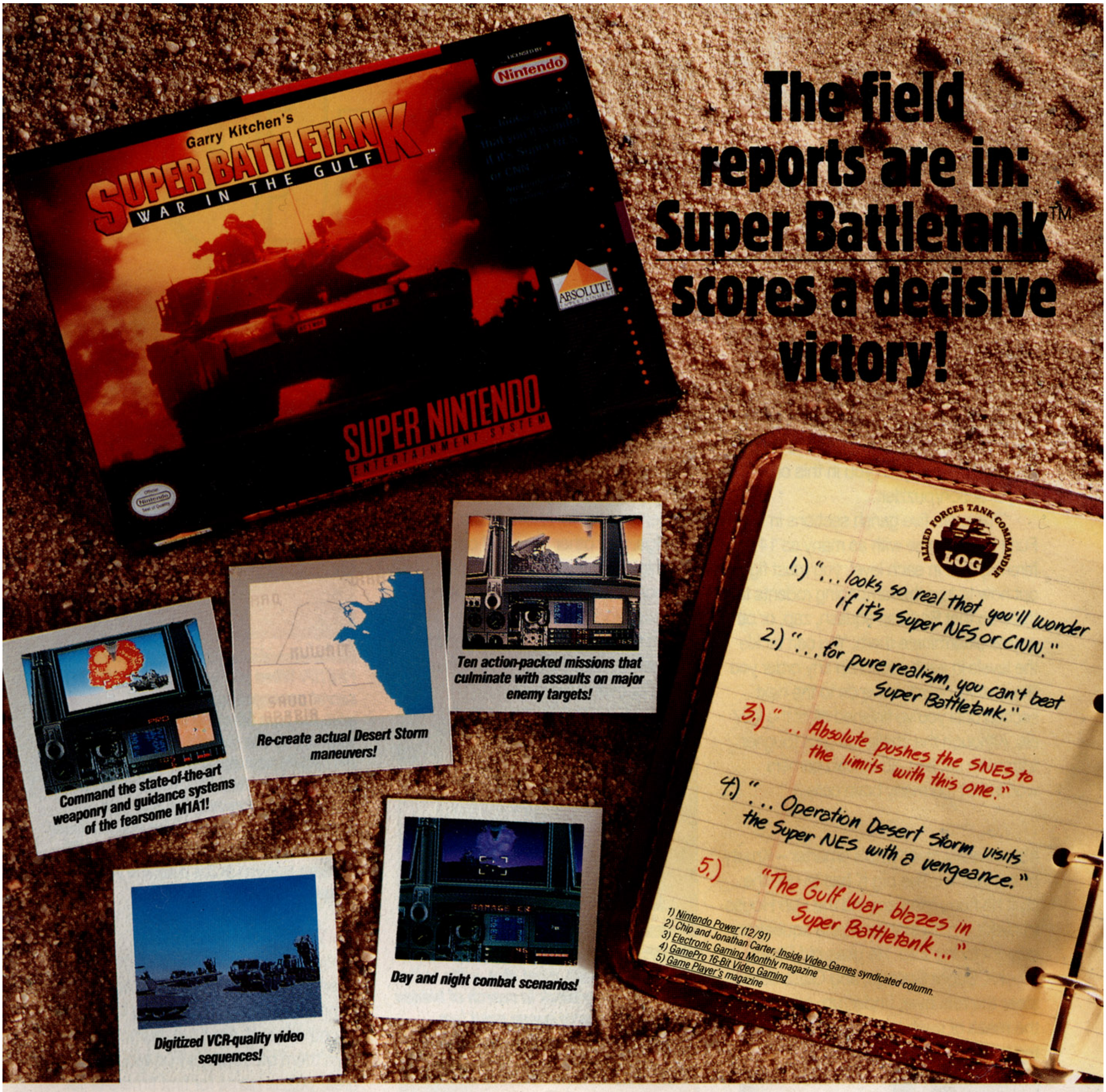
DragonStrike is an engaging change of pace in an NES field too cluttered with games that look the same. A few problems with control and average tunes mar the overall effect, but decent graphics and original game play more than compensate. If you're looking for a change of pace, give DragonStrike a test flight.

DragonStrike by FCI

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	ADJ. Adjustable

$54.99
2 megs + 2 megs
Available August '92

Action/Adventure
Two Players
Passwords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WAR IN THE GULF
ABSOLUTE ENTERTAINMENT
SUPER NINTENDO ENTERTAINMENT SYSTEM
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1) Nintendo Power (12/91)
2) Chip and Jonathan Carter, Inside Video Games syndicated column.
3) Electronic Gaming Monthly magazine
4) GamePro 16-Bit Video Gaming
5) Game Player's magazine

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One of the most realistic, authentic military games ever created, ***Super Battletank*** *puts you, an Allied Forces tank commander, in charge of the devastatingly powerful M1A1 battletank, armored warfare champion of Operation Desert Storm.*

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Designed by Garry Kitchen and Alex DeMeo.

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COMIX 'N TOONS

Krusty's Fun House

By Andromeda

Aye Carumba! Feeling a sense of déjà vu? You're not crazy. This game's been reviewed two other times for the Genesis and the SNES. This latest Krusty claim to fame is for the NES by Acclaim.

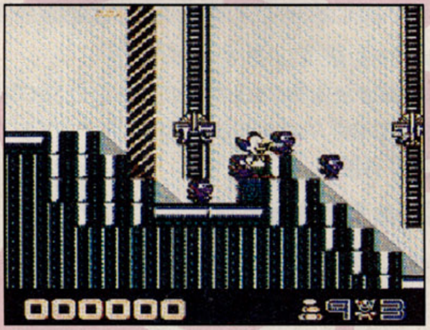
What's With the Rats, Man?

Krusty's Fun House is infested with rats. Krusty's gotta nail the vermin or it's sayonara Fun House. Although he gets a little help from Bart, who mans the traps, Krusty's gotta rely on you in this one-player action/puzzler.

There are five garish sections in the Fun House, some with as many as 14 different levels. In each level, you must figure out how to lure the rampaging rodents to traps so that Bart can squash, zap, or otherwise exterminate them. You can tackle the levels in each section in any order you like, but you can't move on to the next section until you've finished all of the levels. Although the challenge gets tougher with each section, advanced gamers won't bust too many brain cells.

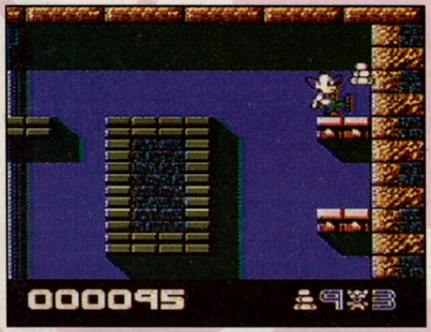
Rodent Roundup

It's not really clear who's smarter – Krusty or the vermin. The big K has to use the stuff he finds lying around the Fun House to make a path that leads the squeakers straight to the trap. He uses old Pipes, Blocks, Super Springs, and Glass Jars to steer the rats over, under, up, and around the maze of each level until they're splatted by Bart.

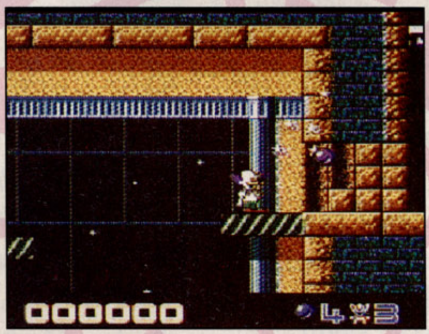


PROTIP: Many times you'll have to use an item more than once to round up the rats. For example, in the second section's third door to the left, you'll have to perform a rapid relay with the blue blocks to get the rats to the trap.

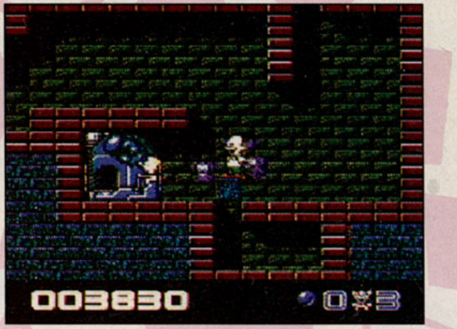
Unfortunately for Krusty, there's a bunch of other nasties running around the Fun House. When he gets a load of the Venom Vipers, Laser Aliens, Pink Flying Pigs, and other assorted oddballs, he just might collapse in exhaustion. Luckily, someone's hidden a lot of junk food inside of blocks. If Krusty grabs a Burger, Potato Chips, or a Shake, he can beef up his health. Other blocks hide bonus points or even 1-ups.



PROTIP: Always the clown, Krusty battles the bad guys with, what else, a Pie in the face. Kick every block in search of hidden Pie stashes. You're gonna need 'em.



PROTIP: Look for a 1-up in the room that's behind the fourth door going clockwise on the first level. Grab the Super Ball item from the top of the palm tree and then jump to the ledge on the right. Use the Super Ball to blow a hole through the wall and then go get the 1-up (psst...and a magic block).



PROTIP: When you enter the door in the secret passageway in Section 1, quickly grab the blue block (in the vertical passageway to the far left). Now, drop down the middle passageway and follow it to the right until you find Bart. Position the blue block so that it covers the hole and prevents the rats from dropping into the hole. If you don't do this quickly, the rats will become trapped in the hole and you can't complete the room.

Puzzling Conclusions

Cool graphics give a carnival atmosphere to the Fun House and capture that Simpsons feeling. The grating tunes, on the other hand, are a real bummer, man. Turn them off! Krusty's Fun House is a great puzzle game for first timers or for those who don't want straight up puzzle fare. However, puzzle fanatics beware – this cart isn't gonna do it for ya! Clown around with Krusty's Fun House.

Krusty's Fun House by Acclaim

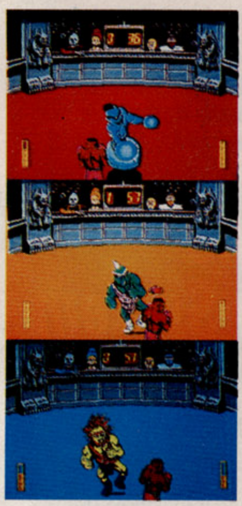
Graphics	Sound	Control	FunFactor	Challenge
4.0	2.0	3.5	3.5	INT. Intermediate

$49.95
Available now
Action/Puzzle

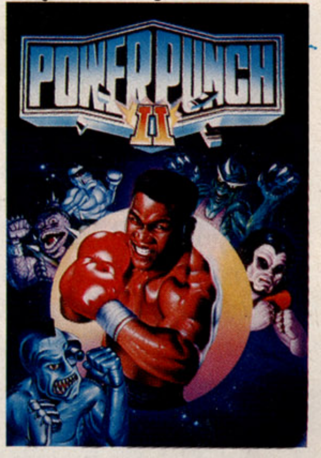
One Player
Password

Try hitting this guy below the belt.

Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, steller upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



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Special Feature: HARDWAR

By Slasher Quan

Whip out your pads, sticks, and game-beating gizmos! We've rounded up the latest pack of nifty game playing peripherals for your hands only.

Super NES Action Replay

Replay It Again, SNES

The Genesis Action Replay is a little black cartridge that knows cheating (See GamePro, The Cutting Edge, June '92.). Well, 16-bit Nintendo players won't be left out in the cold. The U.K's Datel Electronics makes a Super NES Action Replay that could arrive on U.S. shores in the near future.

The SNES Replay's fully armed and ready to play with the same features as the standard Action Replay and the Pro Version. You can use the cheat codes packaged with the unit or create your own with the built-in decoding system. This Replay also acts as a convertor for Japanese carts, so you can interchange Super NES and Super Famicom games!

Like the Genesis version, the Replay slides into the cartridge slot. You plug any game into the Replay's input port, then prepare for liftoff. Basic cheats are as easy as a flip through the code book's pages. You find your game's listing, then plug in up to four cheats at the Parameter screen. Most cheats give you super playing power, such as infinite lives, extra ammo, and endless continues. You can activate and deactivate the effects with the handy-dandy Enable switch.

Teach a Replay New Tricks

If you're a code cracker by nature, you'll love the Action Replay's Trainer option. The Trainer offers five different decode modes – Countable Number, Timer, Energy, Status, and Slow-but-Sure. The settings vary slightly in implementation, but the principle is the same. You flick on the Trainer and simply play your game. The Action Replay reads the game information and isolates a single statistic, such as a life bar. Then it generates a code based on an infinite setting for that statistic!

In concept, you could whip up codes for a platoon of Turtles in Teenage Mutant Ninja Turtles IV, an armada of soldiers in Contra III, and endless energy in Super Adventure Island. With the Trainer, the Action Replay sounds like a great do-it-all for SNES players in need of a little hardware help.

Super NES Action Replay
by Datel Electronics
Price not available, available now
Product Information: 011-44-0782-744707

Game Boy Game Genie

Handheld Wishes Come True

Galoob's Game Boy Game Genie is on its way! A close replica of its NES and Genesis cousins, the GB Genie enables you to input up to three wishes at the code screen. You kick the effects in or out with a code on/off switch. A 100-game code book is packaged with the unit, giving you infinite lives, more power, and level-skipping. Plans are also in the works to include an edited code book, which lists the most popular games and slips into the back of the Genie for extra portability.

In November, look for a Super NES Genie to follow hot on the heels of the Game Boy. A source at Code Masters, the Game Genie's U.K. development company, suggests that a new-and-improved NES Genie is planned for a '93 release, and a Game Gear Genie is also in the works for late next year.

The Game Boy Game Genie.

Game Boy Game Genie
by Galoob
$45 Price Range, available October '92
Product Information: (513) 868-8835

The Aladdin System

Cutting Software Costs

Camerica, Canada's Game Genie distributor, unveiled a plan which could cut NES software prices significantly. The

RE HELPERS

Aladdin System is a small cartridge that slides into your Nintendo deck. It contains a graphics Super Chip and a battery-powered game saver. Once players have the Aladdin, they can buy Camerica's Aladdin Compact Carts for $19.95 each. With the Aladdin, Compact Carts don't need a graphics chip or a battery, which keeps the prices low. The Aladdin will be sold by itself for $29.95, or with a new game packaged in the box,Go! Go! Dizzy for $39.95.

THE ALADDIN SYSTEM
CAMERICA
MASTER CART
Micro Machines

Camerica's Aladdin System.

Camerica plans to re-release currently available games for use with the Aladdin, such as Micro Machines, The Fantastic Adventures of Dizzy, Bignose the Caveman, and The Ultimate Stuntman. Custom-made games, which take advantage of the Aladdin, will follow at a rate of one per month. The company also plans to contract other NES software publishers to develop games for the Aladdin.

The Aladdin System
by Camerica
$29.95 or $39.95, available January '93
Product Information: (416) 470-7333

Master Gear Converter

Masters, Get in Gear

Now all you on-the-go gamers can play Sega's 8-bit Master System games, and you won't need to stuff an SMS into your pants pockets. All you need is a handheld Game Gear, an SMS cart, and Sega's Master Gear Converter.

The unit looks simple and is. You slide it into the Game Gear's slot and lock it in place with a screw. Then you insert Master System games into the cartridge port, and let the games begin!

Now you can dance along with Michael Jackson's Moonwalker, stride across Kazafu with Strider, and out-fox Psycho Fox. The box warns that certain Master System games' text lines may be illegible on the small screen, so watch out before attempting to play a text-heavy RPG in this configuration. Otherwise, the Master Gear is your ticket to 8-bit action in the palm of your hands.

Master Gear Converter
by Sega
Price not available, available now
Product Information: (415) 591-7529

Cart Converters

Translate Your Games

It's time to come out of the cartridge closet, international gamesters. If you own a Mega Drive or a Super Famicom, or you'd like to play overseas carts in your U.S. system, here are a few solutions.

The Mega Converter by Innovation plays Genesis games in your Mega Drive, or Mega Drive games in your Genesis. The Super Converter, also by Innovation, does the same for your Super NES and/or Super Famicom. The Happ guys also have MegaDrive/Genesis and Super Famicom/SNES converters. Game Experience's Kuma Konnector works both ways on the SNES and Super Famicom. These items are great alternatives to surgically altering your system to accommodate other systems' carts, which could void your warranty.

Mega Converter
by Innovation
$19.99, available Now
Product Information: (203) 388-6366

Super Converter
by Innovation
$29.99, available Now
Product Information: (203) 388-6366

SNES Super Game Converter
by Happ
$15-$19, available now
Product Information: (708) 593-6130

Genesis Super Game Converter by Happ
$15.19, available now
Product Information: (708) 593-6130

Kuma Konnector
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$19.95, available Now
Product Information: (516) 351-8811

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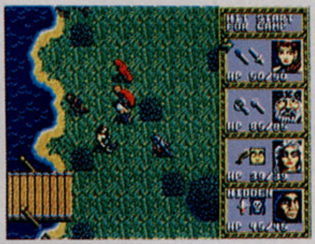
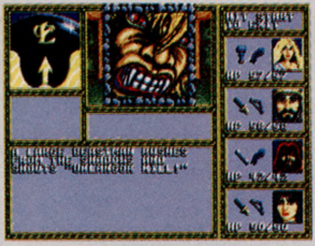
Dungeons & Dragons™
WARRIORS OF THE ETERNAL SUN™
ROLE PLAYING GAME
Dungeons & Dragons
Warriors of the Eternal Sun

Sharpen thy sword. Raise thy shield. Cast thy mightiest spell. For the DUNGEONS & DRAGONS™ game hath joined forces with Sega™ Genesis.™

Daybreak, the darkest hour of the final day. Furious goblins massing for a decisive attack surround your characters and their liege lord, the Duke. But before they can strike, an immortal force intervenes—transporting the Duke's castle and its occupants to a mystical valley. Where a red sun flares eternally at high noon. And your characters are surrounded by mutant Beastmen. Locals who are anything but friendly.



Welcome to WARRIORS OF THE ETERNAL SUN,™ the first official DUNGEONS & DRAGONS™ role playing game for Sega Genesis. It has all the classic spells, weapons, experience points and levels of the DUNGEONS & DRAGONS game. And characters each player can create themselves.

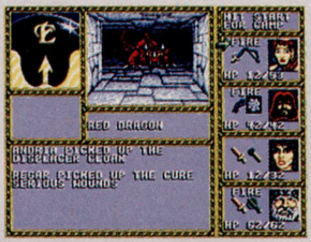


A LARGE BEASTMAN RUSHES FROM THE SHADOWS AND SHOUTS "UNLANGOR KILL!"

Descend into a world with dungeon levels so real your characters can scope them out, and fight it out in real time, first person 3-D. While automatically mapping their subterranean progress.

And on the surface, make sure your characters are extra vigilant. For at every turn, their battle tactics will determine success. The question is, can your characters live long enough in this mysterious new world to forge strong, new alliances before the castle is attacked? And can they unravel the dark, buried secret of the entire valley before it drives the Duke hopelessly insane?

Throw in your favorite D&D™ spells, weapons, tunnels, powers, good guys and bad guys, and one thing is certain. On your own, your characters might make it through WARRIORS OF THE ETERNAL SUN.



ANDRIA PICKED UP THE DISPLACER CLOAK

REGAR PICKED UP THE CURE SERIOUS WOUNDS

Or perhaps you'll have to consult the hint book* for survival tips. But either way, it's going to be a very long day.

SEGA GENESIS

Leading the 16-bit revolution.™

Dungeons & Dragons
WARRIORS OF THE ETERNAL SUN
GENESIS
HINT BOOK
16-BIT
GENESIS

THE CHOICE IS SIMPLE. THE CHOICE IS SEGA. Genesis gives you more than 150 hit games, hot titles like Sonic The Hedgehog,™ Kid Chameleon,™ Sports Talk Baseball,™ and Joe Montana II, Sports Talk Football,™ and the lowest price in 16-bit systems. *Hint book sold separately. Cover illustration © 1982 Clyde Caldwell. Used with permission. DUNGEONS & DRAGONS, D&D, and WARRIORS OF THE ETERNAL SUN are trademarks owned by TSR, Inc. and manufactured under a sublicense from Strategic Simulations, Inc. © 1992 TSR, Inc. All rights reserved. SEGA and Genesis are trademarks of SEGA. Game titles are trademarks of SEGA or its licensees. See individual box for details. © 1992 SEGA. All rights reserved.

GENESIS PRO REVIEW

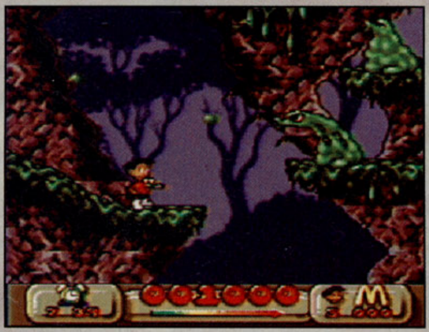
By Linoleum Blown Apart

Mother Earth can breath easier. The Global Gladiators, Mick and Mack (with the help of McDonald's Hamburgers) are here to clean up the environment on your Genesis. This Virgin game is nothing like its Nintendo cousin, M.C. Kids. There's no family resemblance!! After playing this cart, you won't want anything else but a Big Mac and fries!

Earth First

The Earth is infested by pollutants and grime. Smog, litter, toxic waste, acid rain, and various other environmental downers threaten to ruin our planet. Luckily, Mick and Mack are here to save the day.

Armed with only your Goo Gun, you run and hop around as either of our environmentally conscious heroes. The action isn't intense, but it's extremely fast. Your boys run really quickly. Sometimes they plunge off a cliff before they even realize that they were near the edge. Fortunately, they can skid to a stop just as quickly. Unfortunately, though, the guys can't combat grime together, and it can get lonely in the four environments (each with three levels)—Toxitown, the Arctic, the Forest, and the Slime levels.



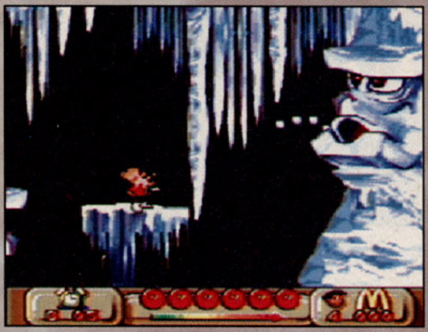
PROTIP: Most of the time you can't see ground-level terrain. Take leaps of faith, but look for bubbling bubbles at the bottom of the screen. In the forest and the slime levels, they're a hint not to jump.

PROTIP:The ground may look solid under your feet, but it can be deceiving. Watch out for mud slides.

Big Mac Attack

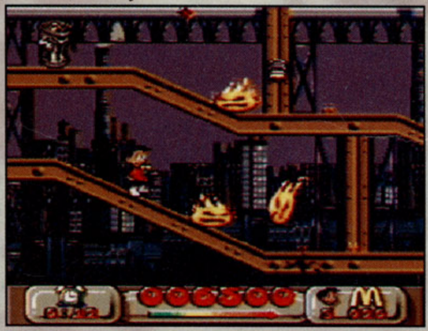
Waste threatens to choke you, literally, and it comes in all shapes and sizes. The animated pollutants are more annoying than tough to beat. Just one blast with your Goo Gun and they're back to biodegradable sizes.

On the Slime level, big globs of goo spit toxic waste at you. In the Forest, you've gotta watch out for hard-hatted squirrels, hatchets running wild, chain saw massacres, jumping big-mouthed (and toothed) crustaceans, and skunks. They seem harmless, but there won't be anything left of the trees if you don't stop 'em.



The Artic has many chilly landscapes.

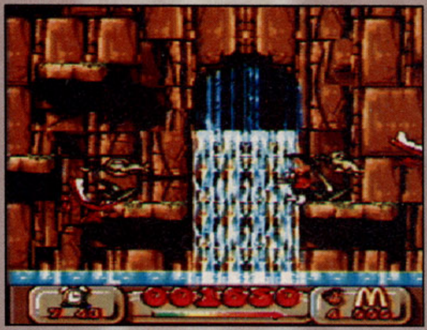
When you play in the Toxitown levels, you can tell this game was created in L.A. Big clouds of smog blow dirty air at you. Garbage cans chuck tin cans in your direction. Plus, you have to fend off acid raindrops, fire that jumps from furnaces, and jack hammers.



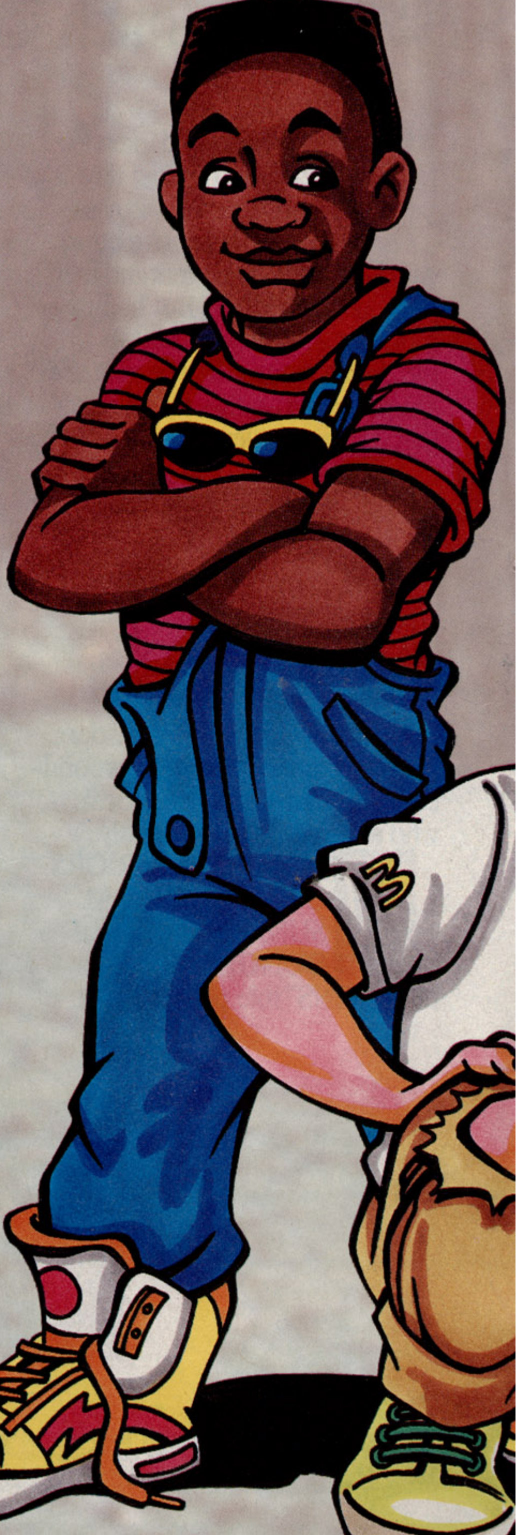
Pollutants and waste can be hazardous to your health.

You'll find the inhabitants of the Arctic cool towards strangers, not to mention cruel. Battle Polar Bears, cyclones, snowball-chucking Abominable Snowmen, and chomping avalanches.

PROTIP: In the Forest's third stage, man-eating plants spit at you, but you can't kill them. Try to avoid their saliva.



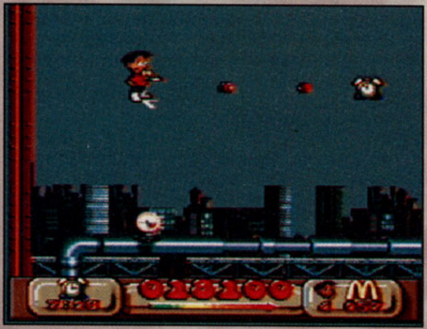
PROTIP: Watch out for the crustaceans that jump from the water in the Forest Levels.



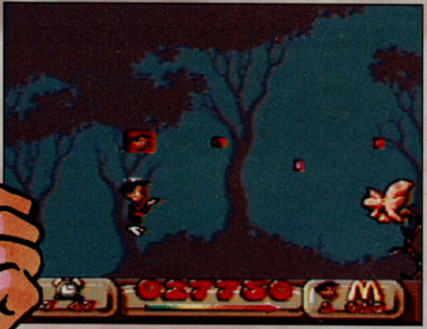
Global Gladiators

They can cost you a life, even when you're standing innocently on the ground away from the edge of the water.

The beasties will trip you up in your search for the Golden Arches. In this game, however, they aren't always gold. Sometimes they come in different colors, like blue, yellow, red, purple, etc. The colorful Arches blend in well with the vibrant background graphics.



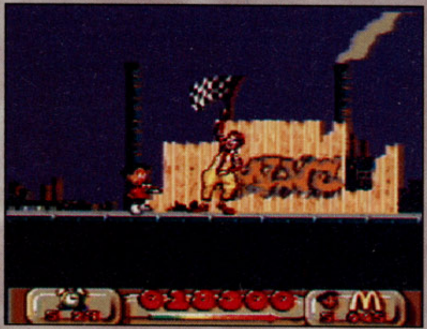
PROTIP: Keep an eye out for secret high-in-the-sky platforms. You can jump on them to get bonus hearts, 1-ups, clocks to increase your time limit, and high scoring Arches.



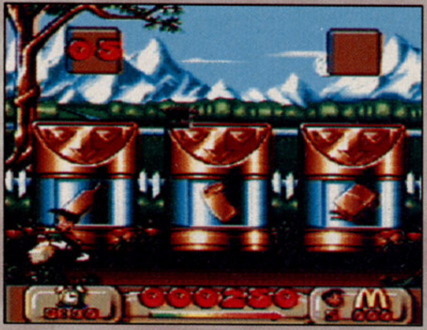
PROTIP: Don't fret if you can't reach those high up hearts, 1-ups, and Arches. If you have patience and keep jumping, you'll get your well deserved reward.

Waste Not, Want Not

Once you reach the end of a level, Ronald urges you on with his checkered flag. The 11 bonus rounds force you to recycle. (We should all being doing it anyway.) You have to catch falling newspapers, aluminum cans, and glass bottles, and put them in their appropriate containers before the next piece of debris falls. The rounds get progressively harder, of course.



Good ol' Ronnie. Always there to wave you on to the finish.



High scoring kudos go to those who recycle

PROTIP: You can't jump on the pipes in Toxitown. You'll plunge to a smoggy death if you try.

The sound effects and graphics are good enough to make Ronald proud. Mick and Mack scream "ouch" when they're hit and " awesome" or "cool" when they get high-scoring items. The music is good, but a little repetitive. The graphics are un-McBeatable! The McDonalds references are there, but minimal. If you linger too long in any one place, Mick and Mack start blowing bubbles with their bubble gum, or they wiggle their eyebrows. So, keep up the pace.

Happy Meal

Keeping the Earth litter and pollutant free is a dirty job, but everyone's got to do it. Mick and Mack just make it gallons of fun. So, do your part, by joining the Global Gladiators.

Global Gladiators by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	INT. Intermediate

$59.99
8 megs
Available November '92

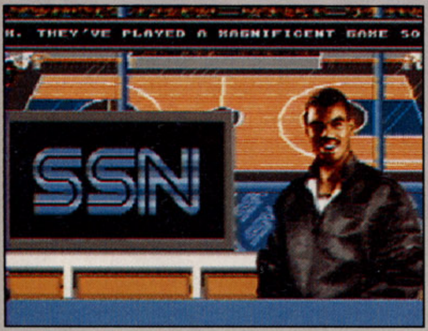
Action
One Player

GENESIS PRO REVIEW

By Capt. Controller

Get out yer high tops! The Admiral's set sail for the Genesis.

David Robinson's Supreme Court by Sega is a no-frills b-ball cart. It doesn't recreate real-life pro teams with their actual stats. In fact, you only play with four fictional teams. You even have to earn the right to play David Robinson (the NBA's premiere center) by winning a tournament. However, the cart's anonymous ball players dish out vigorous 3-on-3 and 5-on-5 basketball action.



Tune into the Sega Sports Network.

Jump Ball

In this pro-style hoops contest, you can elect to take part in an Exhibition game against the computer or a friend. The way to go for single players, however, is to enter an all-out Tournament. You play 5-on-5 versus three teams. Then you enter a two game play-off series for the right to meet the All-Star team, led by the awesome Mr. Robinson!

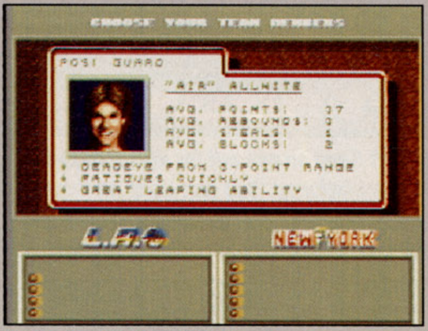
Build your play-off team with a cool Draft feature, which adds a unique element of strategy to the game. First, you select the city you'll represent (Los Angeles, Chicago, Detroit, or New York). Then you draft players from a pool of 20. Your team begins with five players, and you draft five more. Take turns drafting players with the other teams.

Each team has strengths and weaknesses, so draft for need. For example, Detroit is loaded with fast runners, but they have a tendency towards foul trouble. Players are rated in average points per game, rebounds per game, steals per game, and blocks per game. You can't save your teams per se, but in Tournament Mode you can earn a password after each game.

PROTIP: BABCTUYAA will get you into the Tournament as L.A.

In Your Eyes and Ears

Supreme Court's sharp, 3/4 view graphics are above average. They enable you to clearly pick your players out of the melee of nonstop, in-your-face action. However, this game displays action a half-court at a time. When the player with the ball reaches center court, the screen scrolls. The momentary fade-out will disorient you at first. More vexing are the directional controls, which also change. The music's okay for five minutes. However, the special effects make up for the tunes, particularly the boos from the crowd when you screw up.



CHOOSE YOUR TEAM MEMBERS

POS: GUARD

"AIR" ALLNITE

AVG. POINTS: 37
AVG. REBOUNDS: 0
AVG. STEALS: 1
AVG. BLOCKS: 2

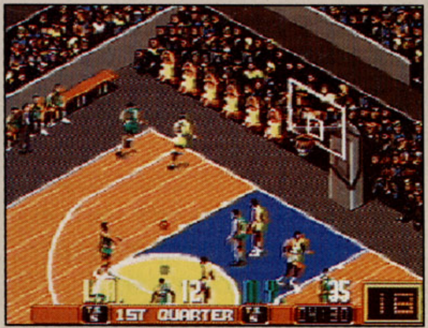
- DEADEYE FROM 3-POINT RANGE
- FATIGUES QUICKLY
- GREAT LEAPING ABILITY

L.A. NEW YORK

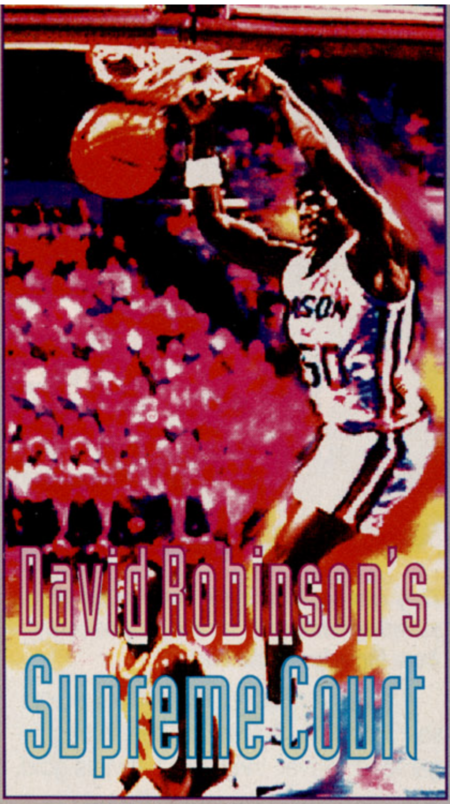
PROTIP: Hot 3-point shooting can easily win games. Always draft a long-range gunner like Air Allnite.

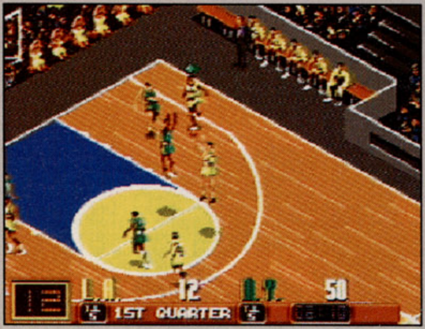
Slick Hoops

The basketball action in this cart is pretty good. You can perform 24 different shots with any player, from Monster Slams to Pile Drivers. A great role-playing feature enables you to play throughout a tournament as one player.



PROTIP: Make your computer opponents pass the ball often. Going for the steal is frequently successful.





PROTIP: To add height to your jump shot, press and briefly hold down B before releasing it to shoot the ball.

Wannabe coaches will have a tough time. You can make substitutions, but there's no clear-cut way to tell when a player's fatigued. You also have to rely on your memory to recall your players' individual talents and faults.

Calling the Shots

David Robinson's Supreme Court is a solid basketball cart, despite its few flaws. If you don't give a greasy sweat sock about simulated NBA action, go for it.

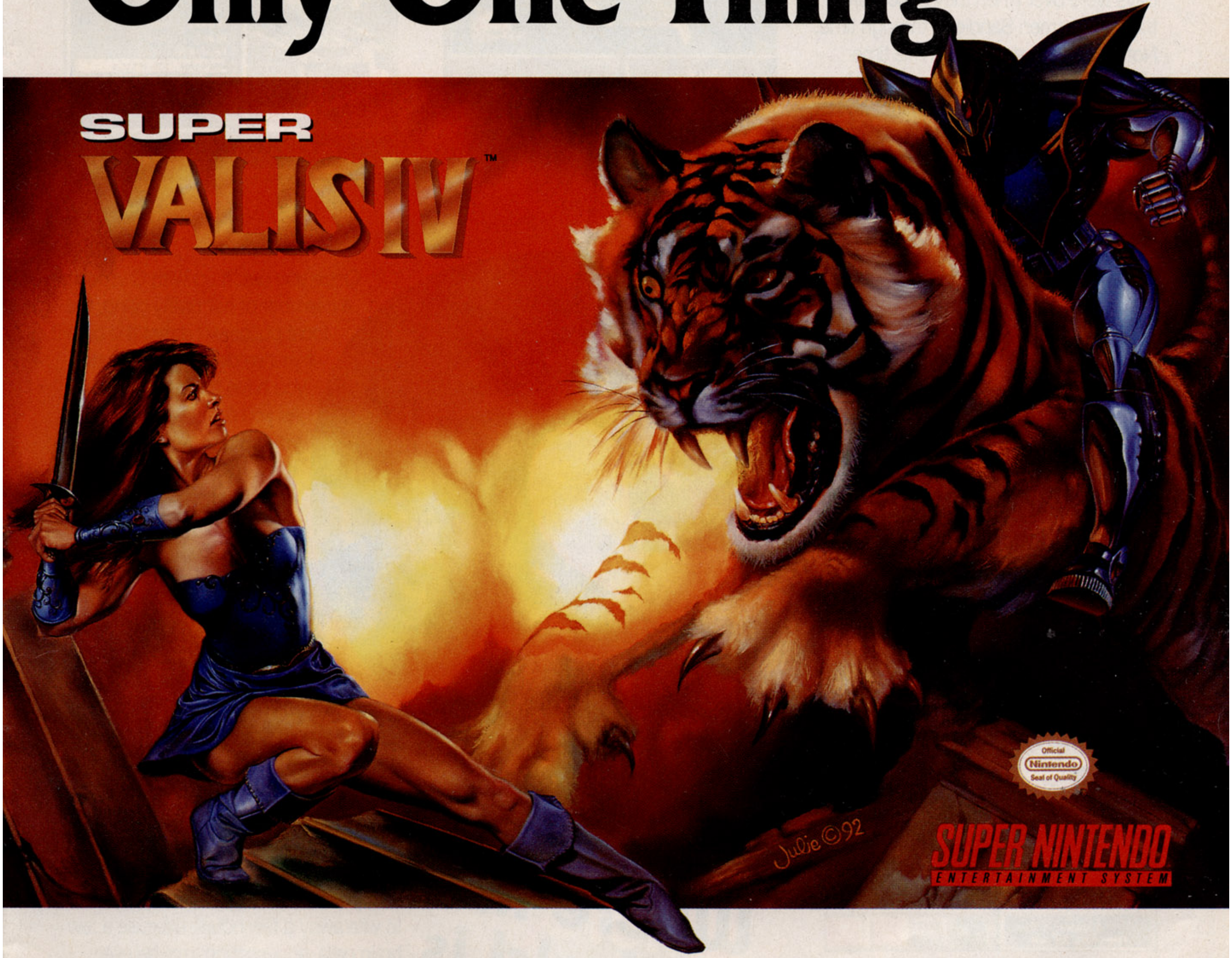
Is Supreme Court a match for your video b-ball game? You be the judge.

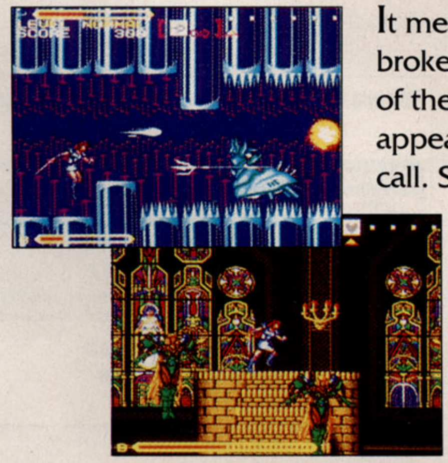
David Robinson's Supreme Court
by Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.0	3.0	Adjustable

$54.95 **Sports**
4 megs **Two Players**
Available now **Draft feature**

A Full Moon Means Only One Thing


SUPER
VALIS IV™
Julie ©92
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM


LEVEL
SCORE
NORMAL
300

It means evil is on its way. King Gallagher and his followers of the red moon broke out of their crystal confines and now are plotting to increase the size of their Spirit World. A new Valis warrior has been summoned with the appearance of the red moon: Lena Brande has answered Goddess Yuko's call. She is the only one strong enough to protect the peaceful people of the Dream World from King Gallagher and his followers, especially the General Dahlgen and his fire-breathing tiger. Can Lena and her Valis Sword contain the destructive power facing her? Check out **SUPER VALIS IV** for the Super Nintendo from Renovation Products.

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LOS GATOS,CA 95030

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GENESIS PRO REVIEW

Where in the World is Carmen Sandiego?

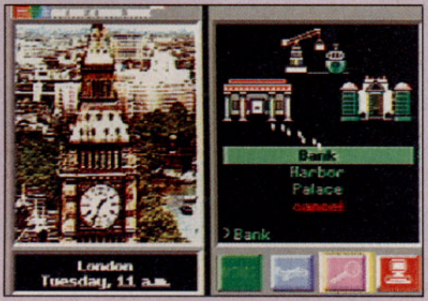
By Holly Wood

Sleuths of the Genesis persuasion may have assumed that their stalking days were over when they successfully tracked Carmen Sandiego through time. Not! Carmen's resurfaced! This time she's going to lead detective wannabees on a wild chase in her latest globetrotting crime spree, Where in the World Is Carmen Sandiego?

Join the Jet Set

Electronic Arts first intro'd Carmen to Genesis fans with Where in Time Is Carmen Sandiego? Where in the World is based on another title in the same popular PC games series. Although the games are educational (don't tell), they pack enough punch to make learning fun.

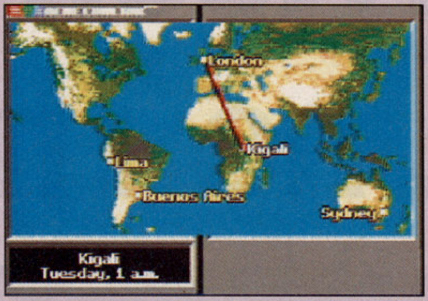
In Where in Time, amateur detectives searched across time and space to track down Carmen, or one of her band of roving V.I.L.E. henchmen. Your task in Where in the World is the same, but your sleuthing is confined to modern times. You search the Earth's nooks and crannies for the elusive culprit (psst...and learn about geography in the process).



London
Tuesday, 11 a.m.

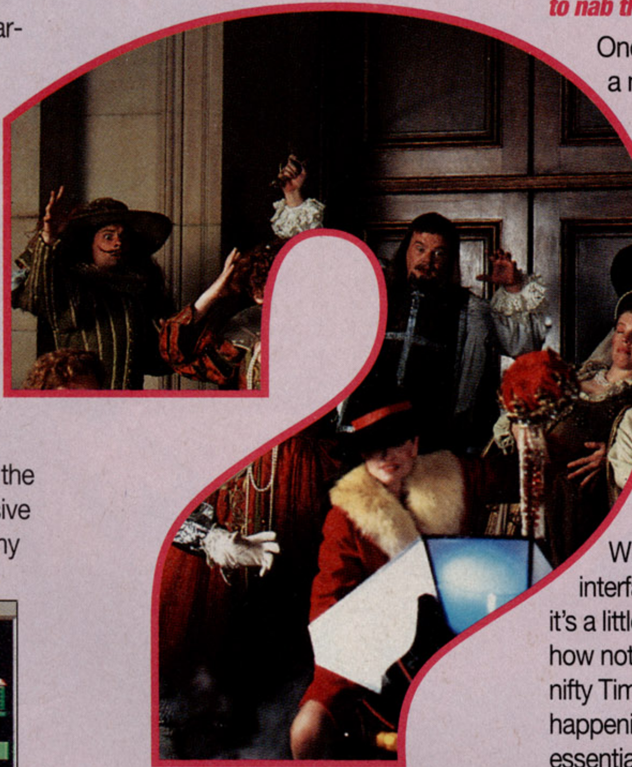
Search all locations for valuable clues.

When you reach each geographical location, you view a photo-quality digitized screen of the locale, and search three different spots for clues. Clues help you solve the case in two different ways. First off, they enable you to track your globetrotting suspects as they wander across the planet. With a little help from the World Almanac and the New American Desk Encyclopedia, you can figure out where in the world the suspect has gone and head there yourself via a global map and your handy jet.

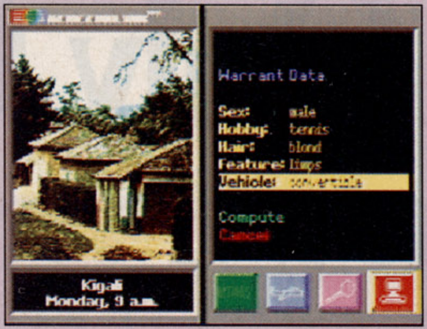


Kigali
Tuesday, 1 a.m.

PROTIP: You must track the thief within a particular time frame. As you jet set across the planet, remember where you're coming from. If you go to the wrong location, you'll need to quickly backtrack.



Clues also help you build an accurate description of the suspect (Sex, Eye Color, Hair Color, Hobby, Feature, and Vehicle). When you feel you have enough info to ID the villain, feed the data into your Acme Comlink computer. The computer searches its dossiers and issues a Warrant for the arrest of the subject. You can't nab the thief unless you have the correct Warrant.



Warrant Data

Sex: male
Hobby: tennis
Hair: blond
Feature: limps
Vehicle: convertible

Kigali
Monday, 9 a.m.

PROTIP: Don't try to get all five pieces of the Warrant Data. Three is usually enough to nab the correct suspect.

Once you catch up with Carmen or a member of her crafty gang, the local police will arrest the culprit if you've done your job and you have the right Warrant. As you solve more cases, you earn promotions from the Acme Detective agency and take on more complicated work. You also receive a security code that enables you to continue sleuthing at your new advanced rank.

Déjà Vu

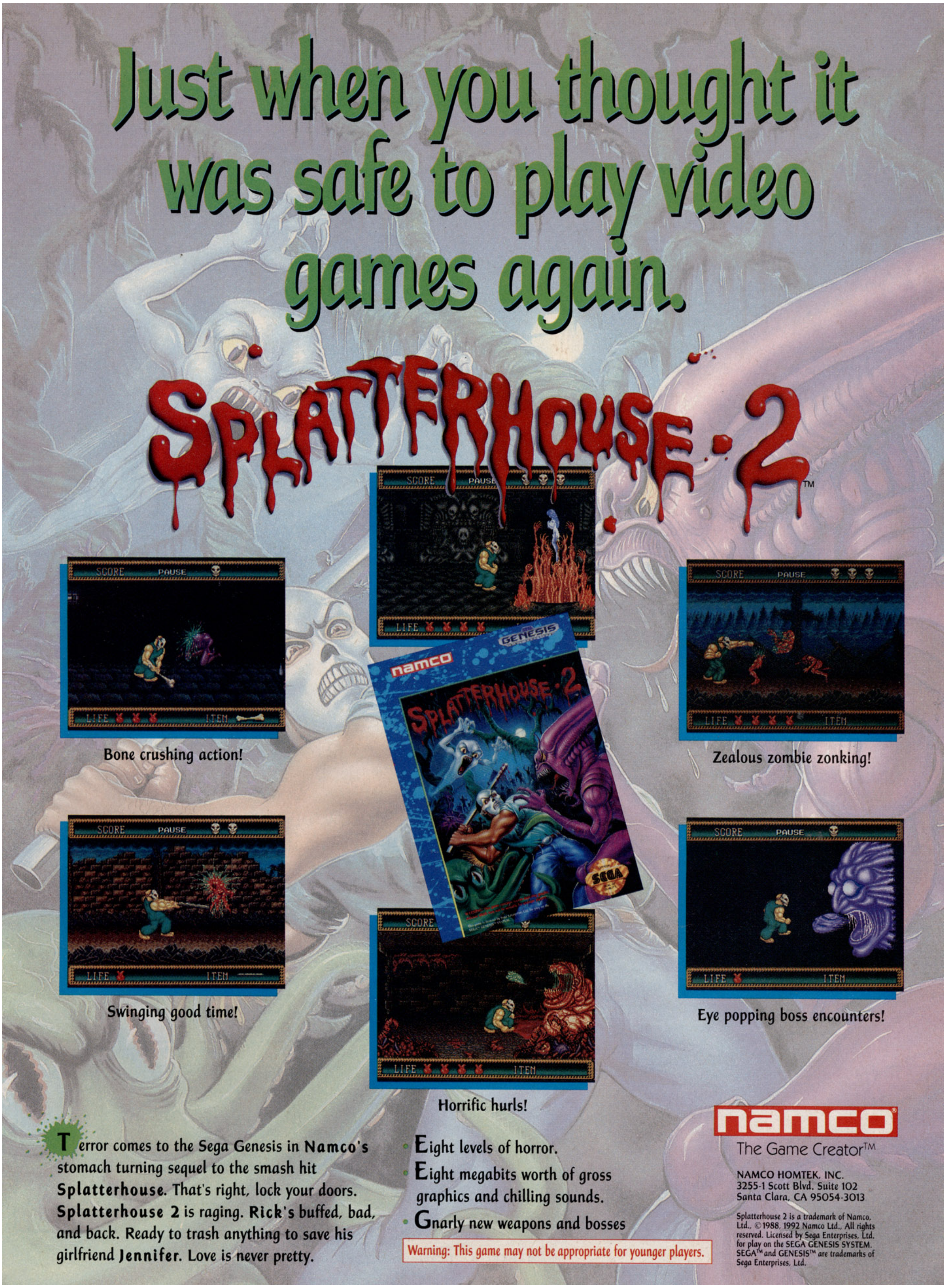
Where in the World features a similar interface to Where in Time. However, it's a little more complicated, and somehow not as satisfying as Where in Time's nifty Time Machine and wacky historical happenings. The game play, though, is essentially the same. While neither of Carmen's products are gonna satisfy gamers who yearn for action, both are a great way to wile away a few hours, exercise a few brain cells, and, sshhhh, maybe even learn a few things in the process.

Where in the World Is Carmen Sandiego?
by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	3.5	4.0	Adjustable

$59.95
8 megs
Available September '92

Edutainment
One Player
Password


Just when you thought it was safe to play video games again.
SPLATTERHOUSE 2™
SCORE
PAUSE
LIFE
ITEM
namco
GENESIS
SPLATTERHOUSE 2
SEGA

Bone crushing action!

Zealous zombie zonking!

Swinging good time!

Eye popping boss encounters!

Horrific hurls!

Terror comes to the Sega Genesis in **Namco's** stomach turning sequel to the smash hit **Splatterhouse**. That's right, lock your doors. **Splatterhouse 2** is raging. **Rick's** buffed, bad, and back. Ready to trash anything to save his girlfriend **Jennifer**. Love is never pretty.

- Eight levels of horror.
- Eight megabits worth of gross graphics and chilling sounds.
- Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

namco
The Game Creator™

NAMCO HOMTEK, INC.
3255-1 Scott Blvd. Suite 102
Santa Clara, CA 95054-3013

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GENESIS PRO REVIEW

SMASH T.V.

By The Game Show Host with the Most

Welcome, violent game show fans! We're coming to you live from inside your Genesis system, and it's time for another exciting broadcast filled with mass murder for fun and prizes. That's right, I'm talkin' Smash T.V. by those lethal reprogrammers at Flying Edge! So, grab yer gun and yer indestructible force field, and let the Sega games begin!

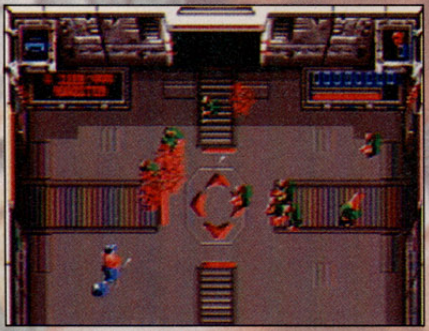
Two-Fisted Action

If you've played and died...and played and died on Smash T.V. in the arcades, you'll be right at home on tonight's Genesis episode. This cart's a fairly faithful translation of the coin-op shooting spree.

Arcadians who loved the coin-op's dual joystick firing system are in for good news and bad news. You can use both Genesis pads in tandem to replicate the effect, but this is a clumsy setup. Alternately, you can use only one controller. The three fire buttons shoot forward, backward, and lock-in one direction. This gets the job done. However, it's not as precise as the Super NES edition's eight-direction firing controls.

It's Total Carnage!

All you faithful Smash viewers will see that the Genesis version's exciting thrills and messy spills are close to the arcade original's gory standards. One or two oh-so-lucky contestants, the Red Guy and the Blue Guy, battle through four overhead-view studios jam-packed with senseless violence. Wave after wave of humanoids attempt to club, zap, and trample you to death. Every demise is punctuated with a bloody explosion.

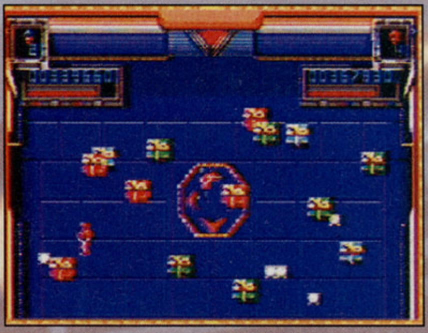


Blood ugly blastin'.

Even when dozens of gang bangers pollute the screen, there's absolutely no slowdown! Unfortunately, the cart does lose some color and background detail compared to the arcade and the SNES versions. The digitized voices sound sweet, but the music tracks don't pop your eardrums.

PROTIP: Just as your mobile force field expires, switch weapons and you'll regain limited invincibility.

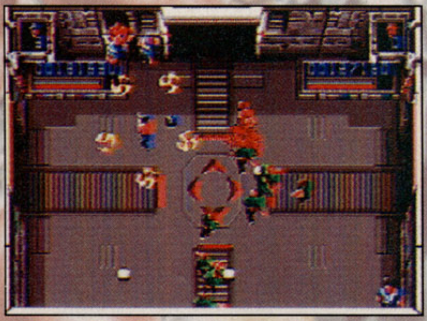
Smash T.V. is a true prize fight. You'll rake in VCRs, new cars, cash, and home video games, but even an intact body is cause for celebration! The grand prize is a trip to the mysterious Pleasure Dome, where you'll chill with a bevy of beautiful co-hostesses.



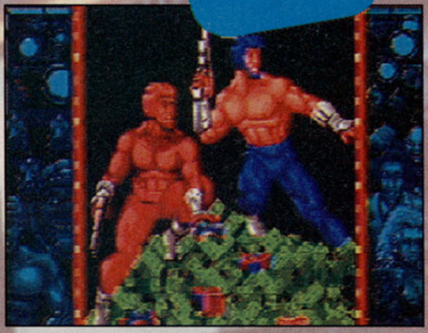
PROTIP: Walk carefully – cash can hide land mines.

Run and Shoot Offense

The big and bad tools of the Smash T.V. trade include laser pistols, missile launchers, photon guns, speed boosters, and mobile force fields, all of which appear randomly in the maze. Power-up items have a limited duration. You only get seven lives to live and one continue. Don't step into the Smash arena unless you're an ace of arcade aces.



PROTIP: Mr. Shrapnel and cyborg tanks are immune to your Discus Defense.



Two fists full of dollars.

PROTIP: Unlock the entrance to the Pleasure Dome with keys.

Smashing Success

Now a shoot-em-up classic in the annals of arcadedom, Smash T.V. has a reputation to uphold. The Genesis version comes close to the high standards set by the Super Nintendo and the coin-op versions, but graphics, sounds, and control fall a bit short. Still, the game brings home all the blasting action you care to handle. Smash T.V is right on target.

Smash T.V. by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	EXP. Expert

$49.95
Available August '92
Action

Two Players
One Continue

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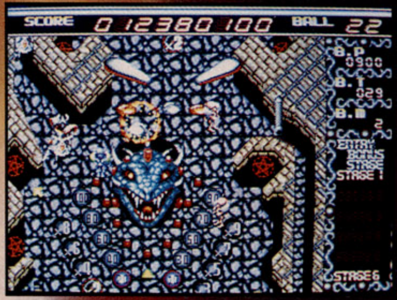
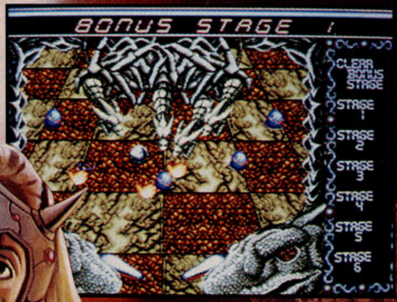
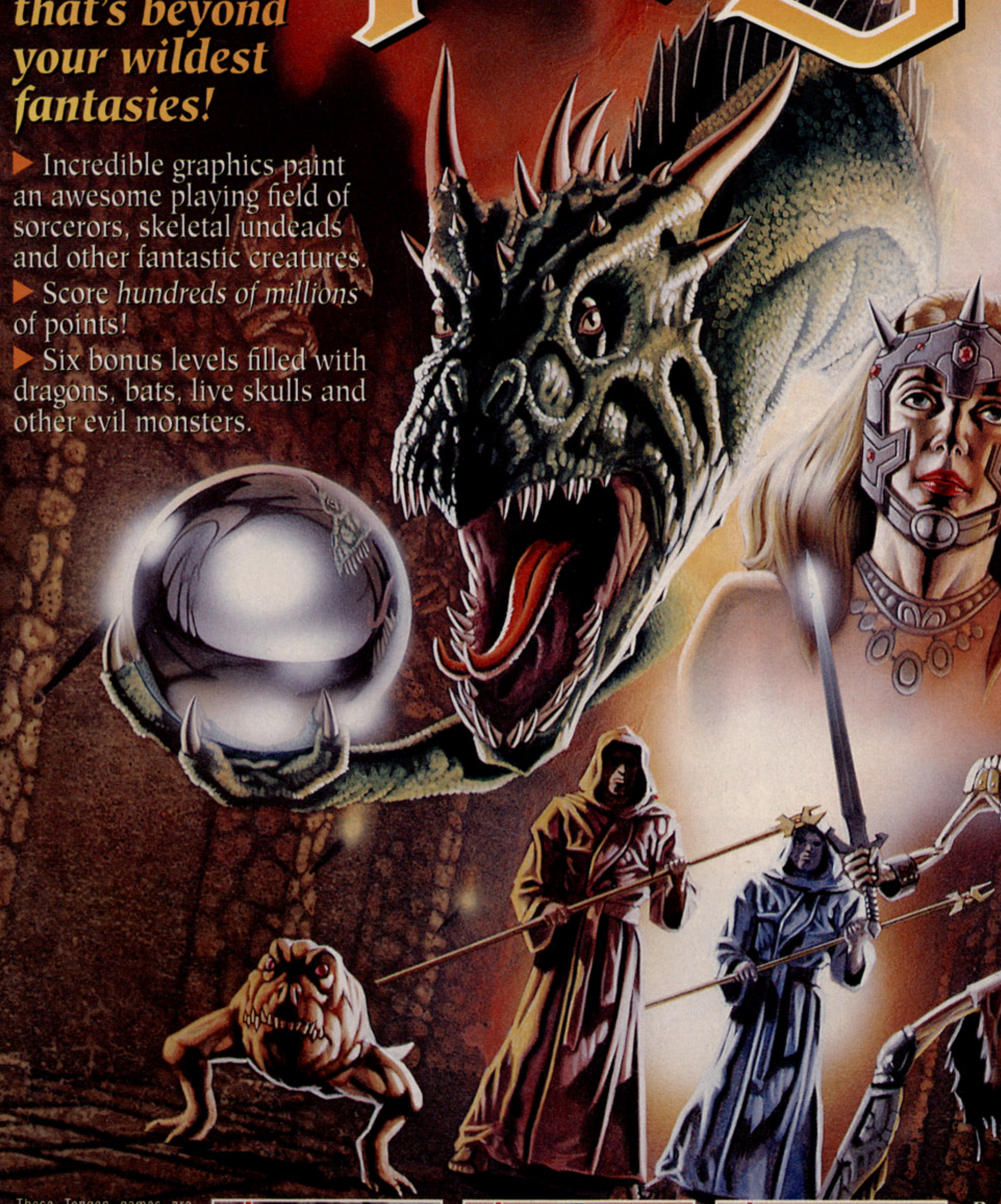
DRAGON'S FURY™

Prepare yourself for a pinball game that's beyond your wildest fantasies!

- ▶ Incredible graphics paint an awesome playing field of sorcerors, skeletal undeads and other fantastic creatures.
- ▶ Score *hundreds of millions* of points!
- ▶ Six bonus levels filled with dragons, bats, live skulls and other evil monsters.


SCORE 0 12380 100 BALL 22
B.P 0900
B.1 029
B.II 2
ENTRY BONUS STAGE STAGE 1
STAGE 6


BONUS STAGE 1
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6



SEGA GENESIS
16-BIT CARTRIDGE

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PIT-FIGHTER
8 MEG
SEGA GENESIS
TENGEN

PAPERBOY
SEGA GENESIS
SEGA
TENGEN

RAMPART
SEGA GENESIS
Coming August 1992!
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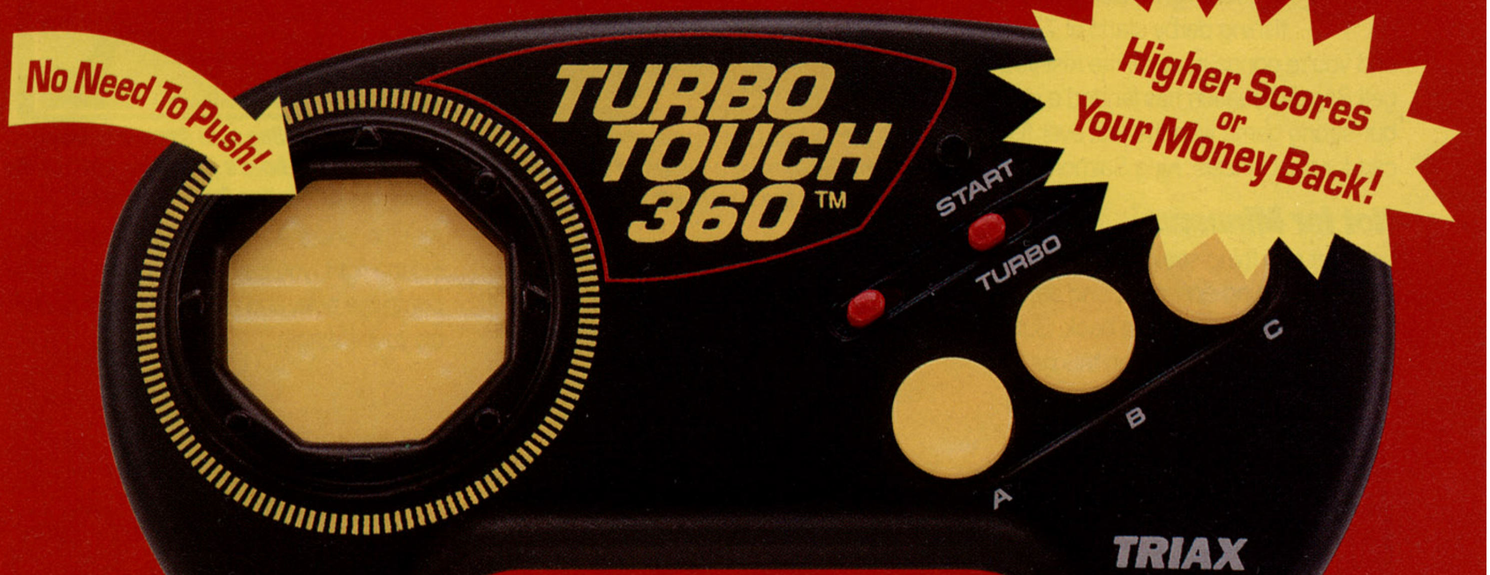

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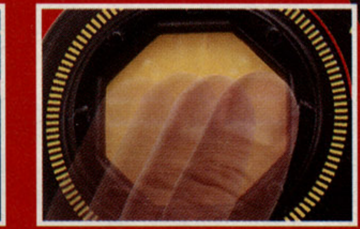

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King Salmon

By Bubonic the Blowfrog

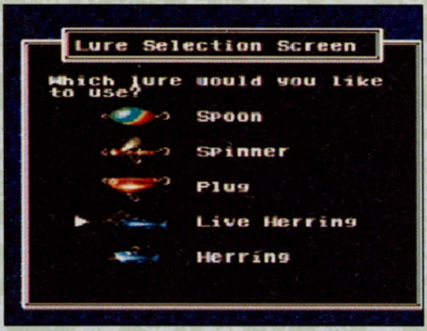
Pack your lunch and get a good night's sleep, 'cuz the fishing derby starts at 7 a.m. and you're gonna need all the rest you can get! Sage's Creation has landed a slow-but-strong game with the first ever fishing cart for the Genesis, King Salmon.

Not for Minnows

Let's get one thing straight, if spending an afternoon fishing doesn't sound attractive to you, then throw this one back. But if you enjoy sport fishing, then this game has enough depth to send you reeling.

King Salmon provides hours of potential play time with four different contests: Vancouver Island, the Kenai River Basin, the Salmon Fishing Derby, and the World Record Challenge. During each contest, you have from 7 a.m. to 4 p.m. to catch as many King Salmon as possible. That's a lot harder than it sounds.

If you tow the lure behind a school of minnows, you'll catch plenty of fish. However, the King Salmon are few and far between. Just like real fishing, there are many variables to consider when hunting for the big one. You choose your type of lure, control the distance between the lure and the boat, and adjust the depth of your hook. Other variables, like weather and current, are beyond your control, but the master angler will take heed of these conditions.



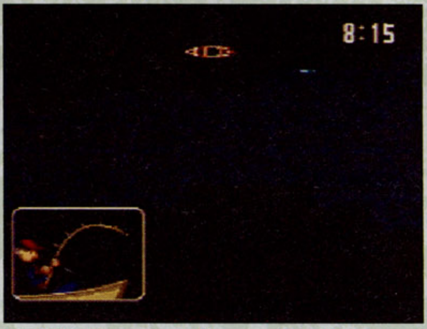
Which lure would you like to use?

PROTIP: Select Live Herring from the Lure menu. The herring's the thing wherein you'll catch the conscious of the King.

Trollin' down the River

There are three basic modes of play in King Salmon: the Wide Area map, the Point Map, and the Fight. The graphics are nicely detailed all the way down to the water currents. The Wide Area Map is for cruising to a good spot for trolling (towing a lure behind your boat). The Point Map is for trolling.

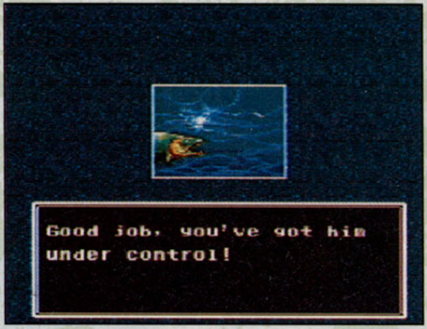
Trolling takes loads of patience and hooking a fish is a challenge. To set the hook, you must pull your rod the moment a fish's bite makes the rod flex.



PROTIP: To snag a King, wait until your pole bends five times and pull up on the fifth flex.

Looking for a Fight?

The coolest part of King Salmon, as in real fishing, is the Fight. The sounds are realistic, and the action is fast-paced. During the fight, you can reel or thumb the line, pump the pole, and rest your arm to revitalize your strength.



Good job, you've got him under control!

PROTIP: If your line is in danger of being cut by another boat's propeller, choose the "reel in fast" option from the menu.

At critical points in the Fight, you face tough situations. The cart displays three solutions, and you select the best answer to the problem. For example, if you've been reeling in line and the fish starts heading for the bottom, you'd better decide to let out some slack or the stress will cut your line.

Go Fish?

If you like fishing, or think you may, then you'll get hooked on King Salmon. If not, tackle another cart.

King Salmon by Sage's Creation

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	ADV. Advanced

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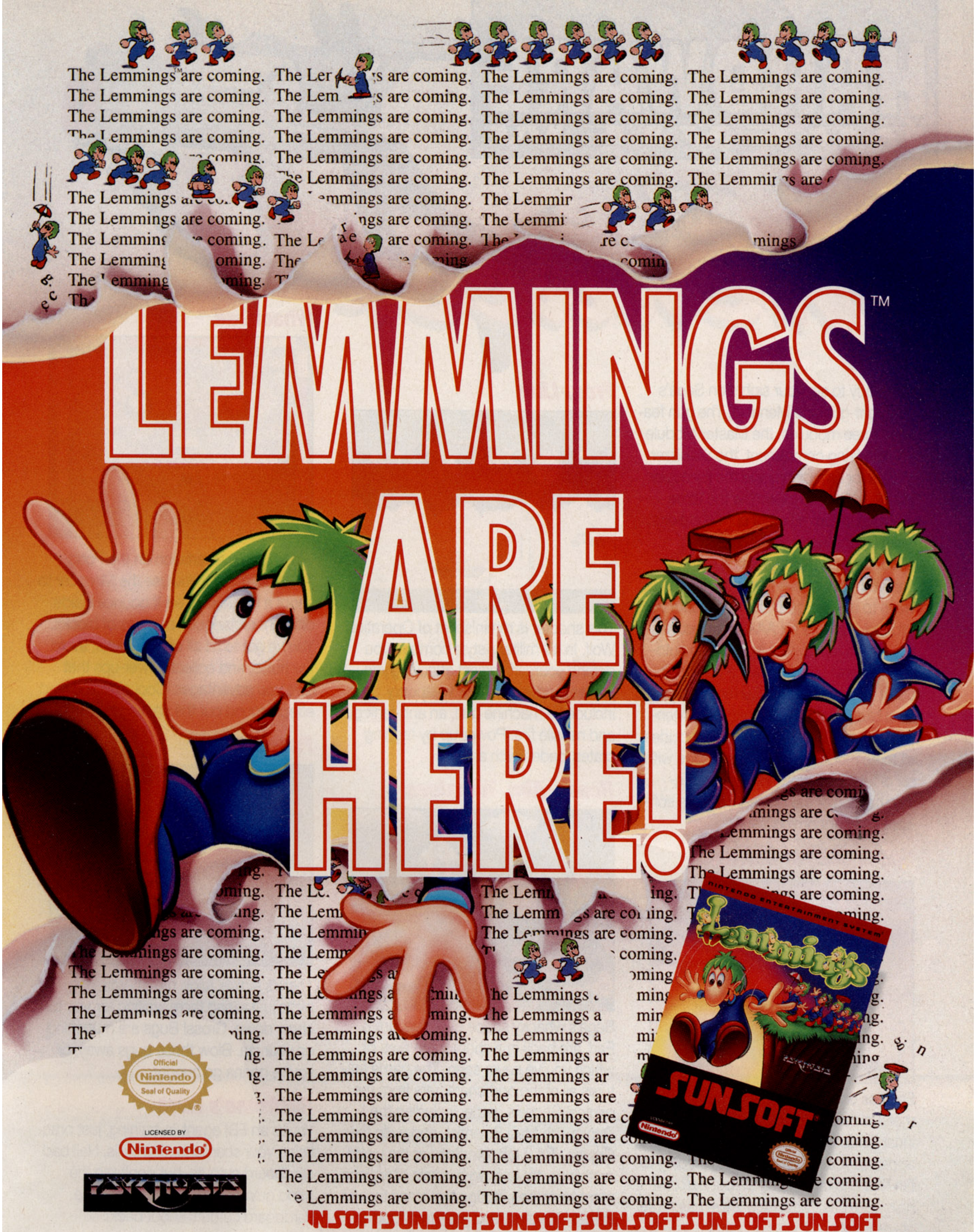
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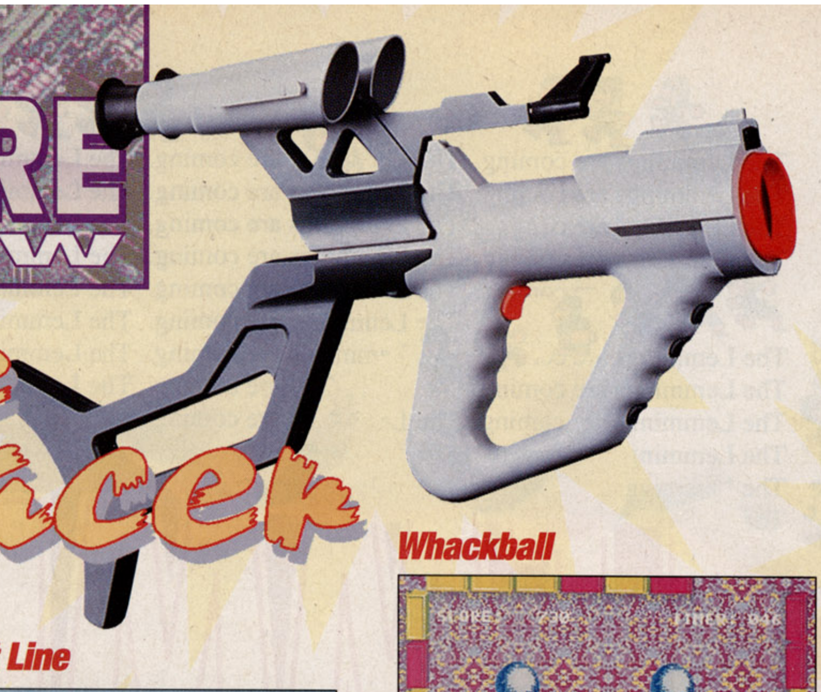
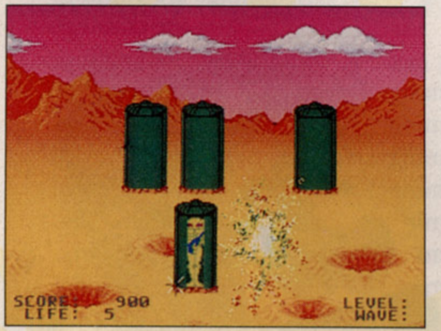
HARDWARE PREVIEW

The Menacer



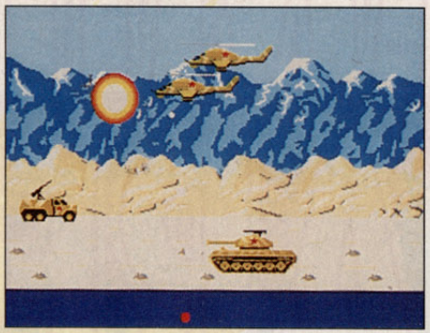
Get ready to set your sights on Sega's new light-gun, the Menacer. The gun features three modules: the Master Module or main firing component, the Stabilizer Module or arm piece, and the Binocular Module. You can assemble the three modules in four different configurations. Throw in the Accu-Sight cursor (an optional cross hairs targeting device), and you've got seven or eight different ways to use the gun. The gun works via infrared, requires six AAA batteries, has adjustable range, and features an automatic power-saver shutoff if you don't use it for two minutes. Currently on target for a late October '92 release, the Menacer will retail for $59.95, which includes all three modules and one cartridge with six different games. We'll have an in-depth rating of the Menacer and its software in an upcoming issue.

Space Station Defender



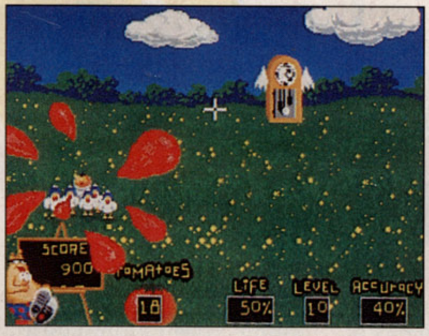
Endless onslaughts of alien warriors materialize and attack you on a strange lunar landscape. As each group of aliens appears, you must guess who's going to fire first and take that alien out before it nails you. Each attacking wave has more aliens in different configurations.

Front Line



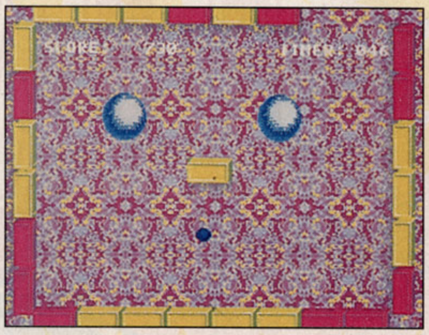
This shooter is reminiscent of Operation Wolf. In it's military-style combat, you defend yourself against attacking jets, planes, and jeeps. Your weaponry includes a machine gun, an anti-tank gun and missile fire. Power-up by tagging crates loaded with ammo.

Ready, Aim, Tomatoes



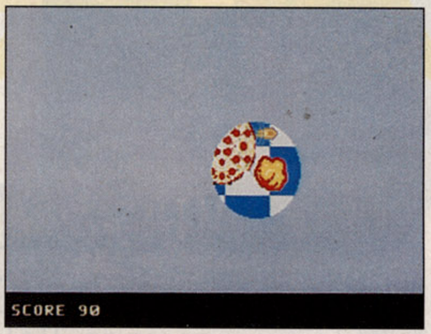
Sega's whacky space duo, ToeJam & Earl, are back in a shooter the likes of which you've never seen. The game features all of the odd characters from the original Genesis game, including the Ducks, the Mad Scientist, and even the Cupids. T & J lob tomatoes at the weird earthlings, try to snag bushels of replacement tomatoes, dodge tomatoes tossed in their direction, and grab fast-food munchies to keep their energy level high.

Whackball



Whackball is a variation on the Pong/Arkanoid theme. You use the Menacer to shoot a ball and make it bounce inside different rectangular patterns of blocks. You've got to hit all of the blocks, avoid the holes, and collect power-ups that give you advantages. Cool pinball sound effects round out the package.

Pest Control



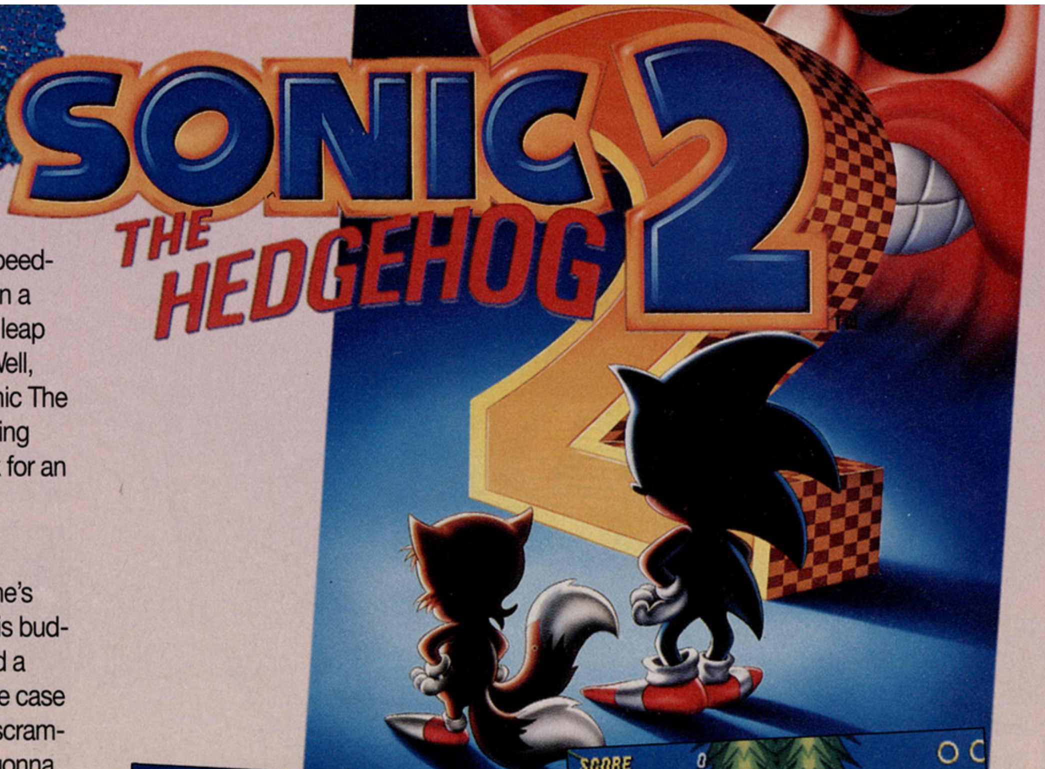
There's a nice, juicy, mouth-watering pizza just sitting there waiting for you to chow down. Gross! Bugs are munching on your 'za. Blow those bugs away, or you're gonna go hungry.

Rockman's Zone

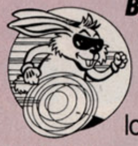
You're an FBI agent-in-training, just practicing your sharpshooting skills. Nail bad cardboard cutouts, but don't tag the good guys. Oh, and by the way, the cardboard cutouts shoot back!

GENESIS PREVIEW

SONIC THE HEDGEHOG 2



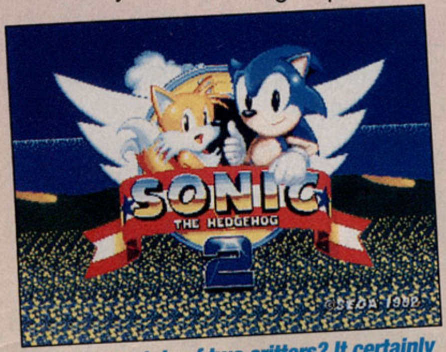
By Speedy Buns



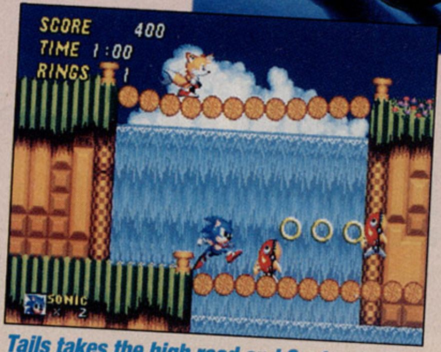
What's faster than a speeding bullet, stronger than a locomotive, and able to leap tall buildings with a single bound? Well, him too, but we're talking about Sonic The Hedgehog. Sega of America's bringing their speedy dude with a 'tude back for an 8-meg Genesis encore.

Rock the Doc

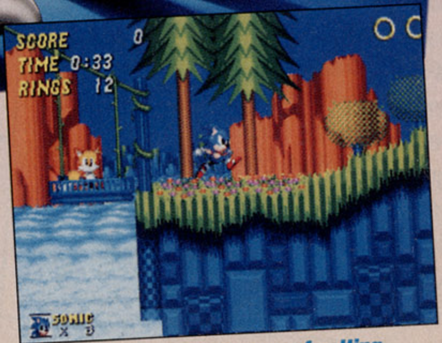
Dr. Robotnik's back and, per usual, he's making trouble for Sonic and all of his buddies. The diabolical doc has invented a "Death Egg." Sonic's got to crack the case and fry Dr. R. before the Death Egg scrambles the world. In the process, he's gonna go back and forth through time, putting some heavy wear on his high tops.



Is Sonic 2 a tale of two critters? It certainly looks that way.



Tails takes the high road and Sonic takes the low road. Either way, Robotnik's waiting at the end of the line.



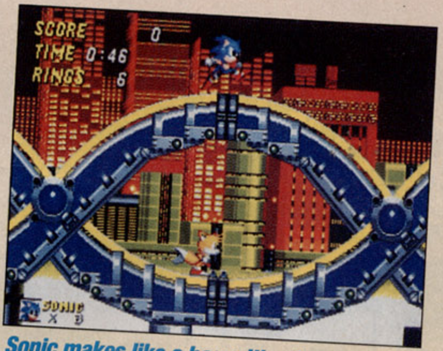
Sonic's got some new ways of getting around in Sonic 2. Foxy Tails is taking a ride on this forest tram car.

Sonic 2 has the same speed, cool graphics, and trademark tennies that made the original game a groundbreaker. In addition, Sonic's got a new buddy–a foxy guy with two tails called, appropriately, "Tails." Are we talking two-player action? Well, only Sega knows for sure...and they're not ready to talk. But, it's gotta take some mighty fancy programming to make a game as fast as Sonic work as a simultaneous two-player. Here's hoping they can!

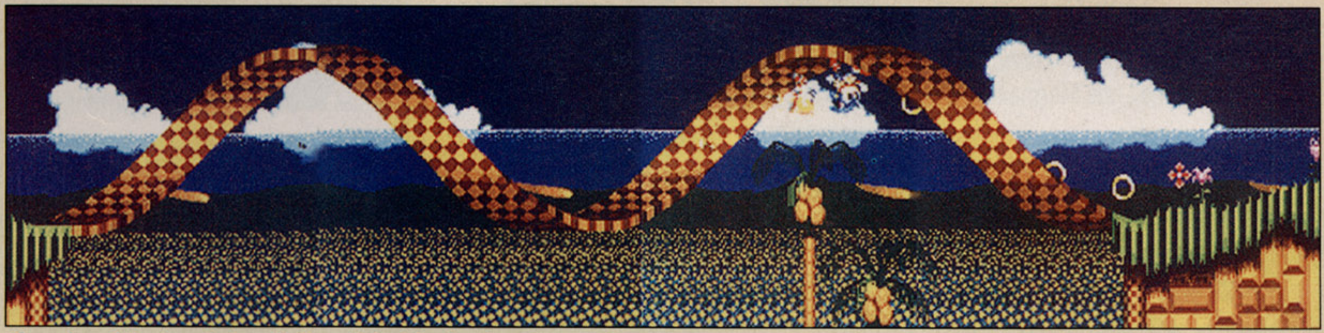
High on the Hedgehog

Watch the pages of GamePro for a review of Sonic The Hedgehog 2. In the meantime, here are a few snaps to whet your whistle for what's surely gonna be one of the hottest titles this holiday season.

Sonic The Hedgehog 2
by Sega of America, Available Fall '92



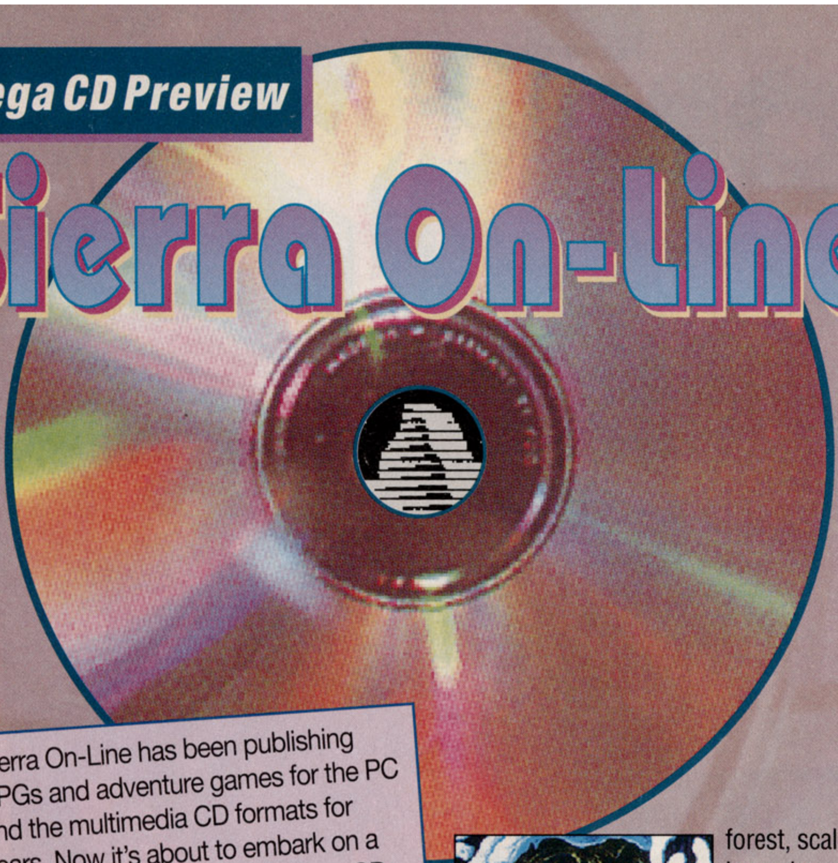
Sonic makes like a hog with a heavy-duty attitude when he visits this cityscape in search of the evil doc.



If you loved the loop to loop in the original Sonic adventure, you're gonna go nuts over this corkscrew.

Sega CD Preview

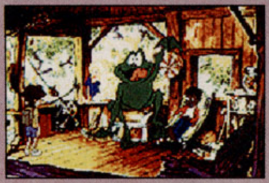
Sierra On-Line Games

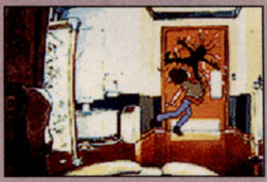


Sierra On-Line has been publishing RPGs and adventure games for the PC and the multimedia CD formats for years. Now it's about to embark on a great adventure of its own – Sega CD games. Here's Sierra's Sega CD lineup for '92 and '93. (Don't let these 256-color PC screens fool you. The real 64-color CD thing will look good, too.)

Due in '92

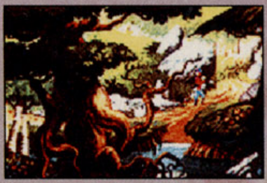
The Adventures of Willy Beamish

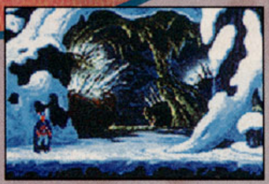




Enter the world of Willy and his pet frog, Horny, as they deal with Willy's tagalong kid sister, his neurotic yuppie parents, an assortment of neighborhood geeks, and even the ghost of his grandfather. You call the shots in this cynical cartoon show made by the creators of Johnny Quest and the Little Mermaid.

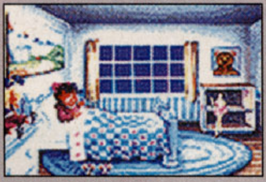
King's Quest V: Absence Makes the Heart Go Yonder

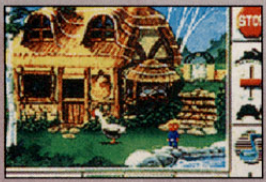




The classic PC RPG series goes CD. King Graham must survive a dark forest, scale imposing mountains, cross a scorching desert, and sail a vast ocean to free his kidnapped family. The voices of 50 actors will help tell this tale.

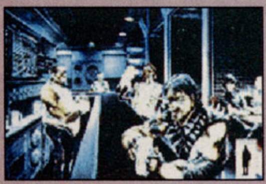
Mixed-Up Mother Goose

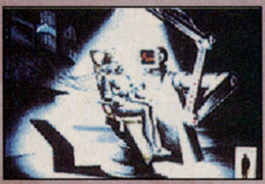




Mother Goose's rhymes have been all mixed-up, and only you can put this fairy tale world right. This enchanting disc with characters that talk and sing is for kiddoes of all ages.

Rise of the Dragon

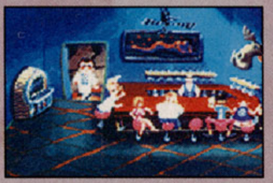


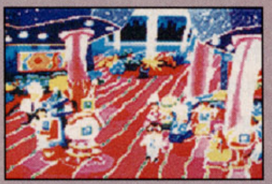


Here's a cyber-punk adventure, punk! Flash into a grim future as you play a renegade private eye, who's stalking an evil drug lord through the streets of Los Angeles. Only you can stop the rise of the Dragon.

To Be in '93

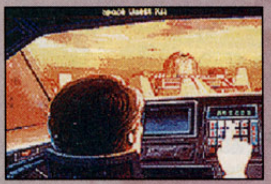
Leisure Suit Larry in the Land of the Lounge Lizards

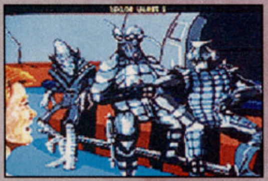




This game should probably be rated PG-13...or older. It's an RPG with a risque twist. In fact, as nerd Larry, you just might do the Twist as you dance after the girl (or girls) of your choice. Ask your parents before you buy this one.

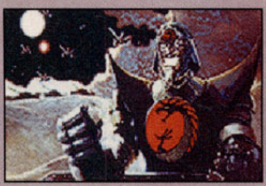
Space Quest IV

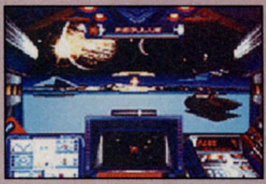




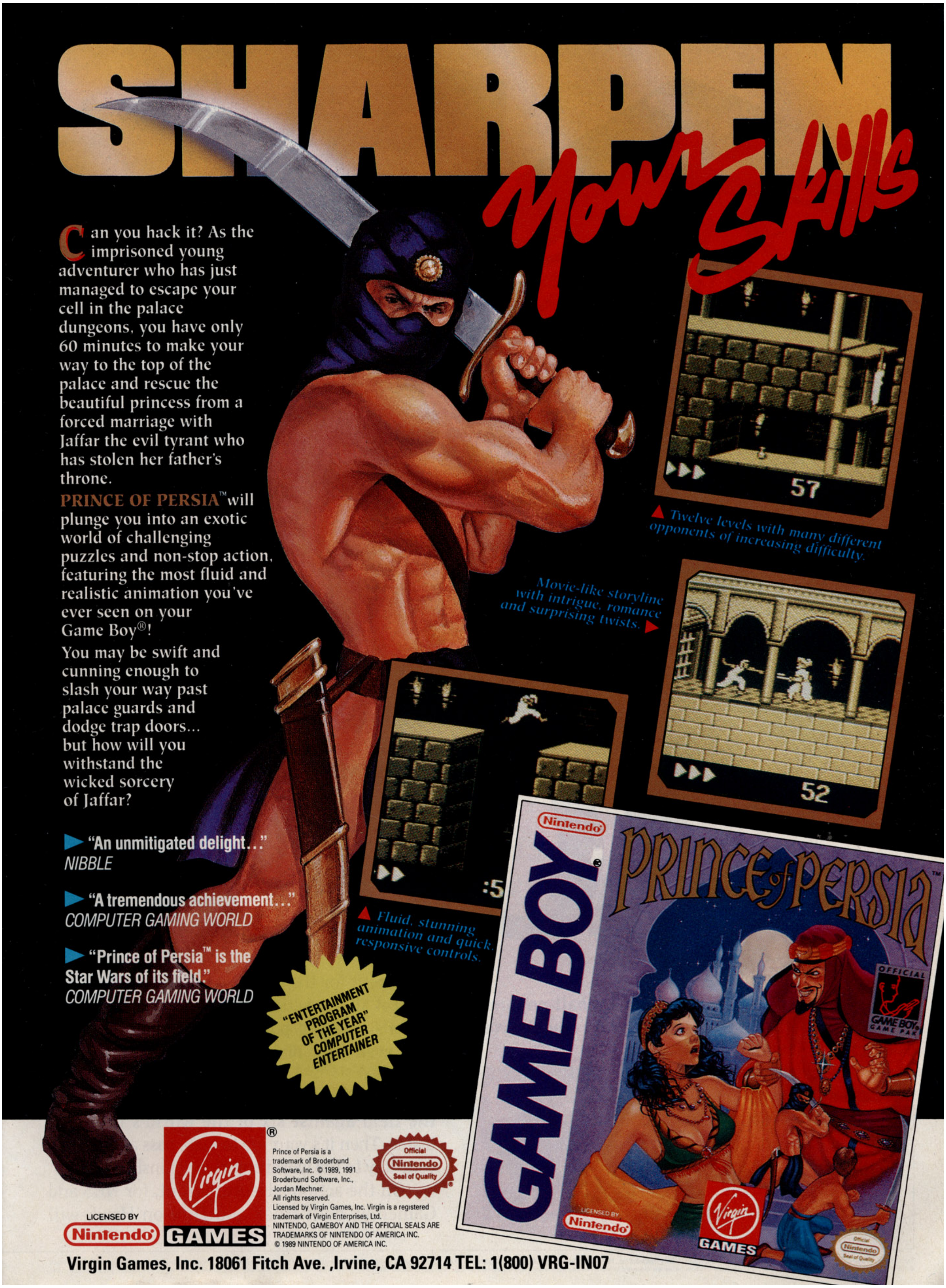
He's a man with a mission...and a mop. Roger Wilco, outer space sanitation engineer turned swashbuckler, stumbles through space, time, and a really big mall. This game takes itself very seriously...NOT! Old-timers might enjoy the rockin' soundtrack by Bob Seibenberg of Supertramp.

Stellar 7





In Stellar 7, you control the Raven, the most technologically advanced fighter tank available (in a CD game) and the last hope for a galaxy overrun by the vile Gir Draxon. This first-person perspective blast-a-thon trashes seven deadly worlds.



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On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will

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get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

GAME BOY
HUDSON HAWK
SONY
Nintendo

Hudson Hawk puts you in the shoes of the world's most famous cat-burglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft.

If it's action you want, we've got it.

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SUPER NES PRO REVIEW

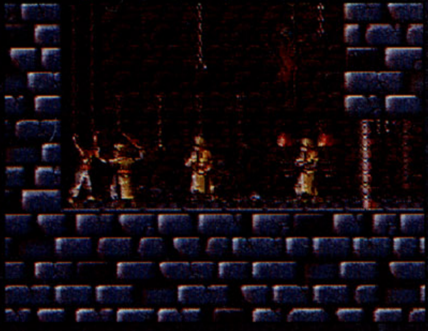
Prince of P

By Earth Angel

The Prince of Persia, one of gamedom's most famous heros, has been called into service once again. Jaffar, a vile Prime Minister, has snatched the Princess and holds her hostage in the Sultan King's palace. His sinister plot is to take over the country in the King's absence. As the Prince, you must save the Princess and vanquish Jaffar.

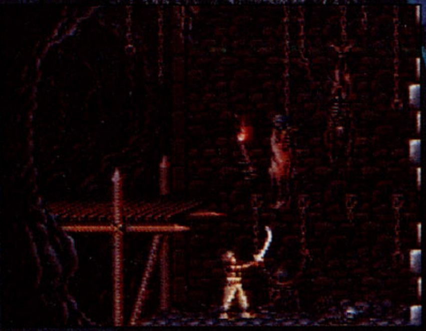
Open Sesame

Prince of Persia, one of the best known game titles of all time, has made an appearance on almost every PC and video game platform. At long last, Konami brings us the Super Nintendo version. Fans of the game will rejoice when they plug in this cart, hear the first haunting strains of bewitching Middle Eastern music, and catch their first glimpse of the lonely princess awaiting rescue on the castle parapets. This translation is a feast for the eyes, the ears, and all your other senses. It's just about the ultimate in challenge for expert gamers!

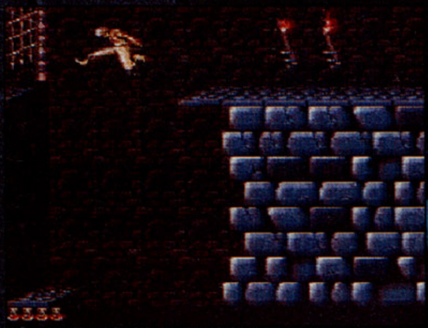


The torture chamber.

For the uninitiated, the Prince's task is to battle his way to the Princess by making his way through 20 vertically-and horizontally-scrolling, side-view castle levels. Prince of Persia veterans will recognize some of the levels, but also find some entirely new ones. The quest begins in the bowels of the castle prison, where the Prince has been locked away to rot with more than a few fellow unfortunates. To find the door that leads to the next level, our hero makes his way through a winding labyrinth of tunnels, passageways, ledges, deadly drops, gates, spear traps, demonic pendulums, walls of flame, and other evils almost too horrible to contemplate.



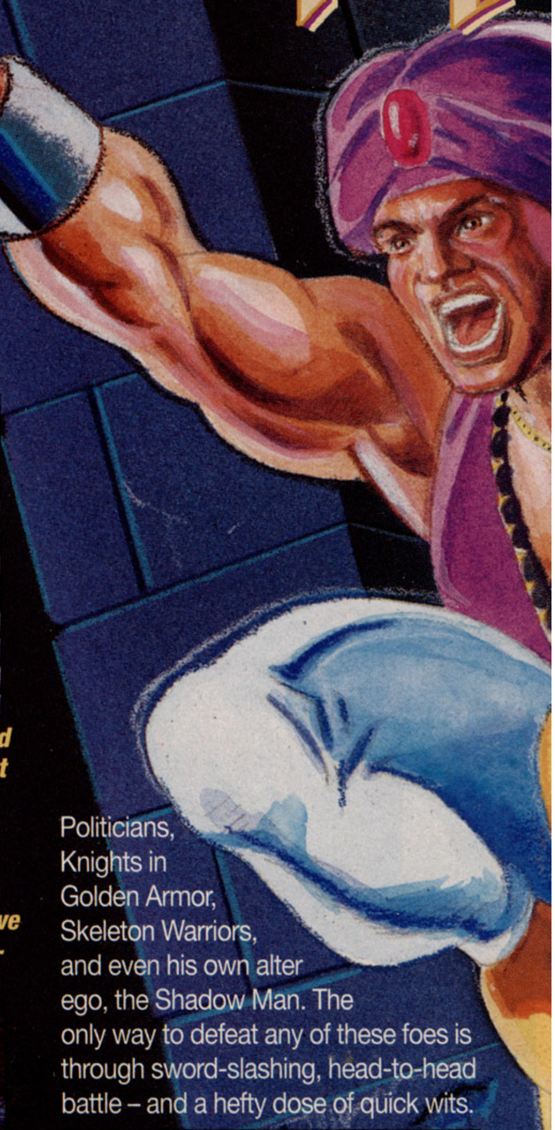
PROTIP: Your first task in Level 1 is to find the Sword. Survival is impossible without it. When you reach the first passageway, where you must move left or right, move left. Go left through the first three gates. Drop down the left side of the hole in the floor and climb down all four ledges. Move left and climb down to the wooden walkway. Run right until you find the Sword!

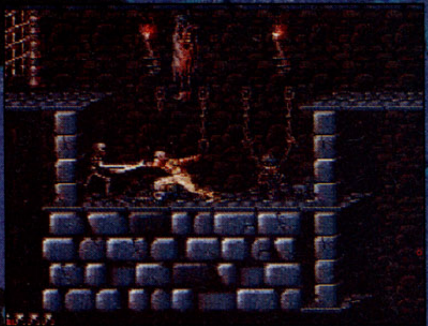


PROTIP: Prince of Persia pros will find some levels more familiar than others. Level 3 contains the famous "leap of faith." Open the gate to the far left with the panel on the far right tower. Then RUN and jump as fast as you can. If you're quick, you may just make it through the gate.

Slice and Dice

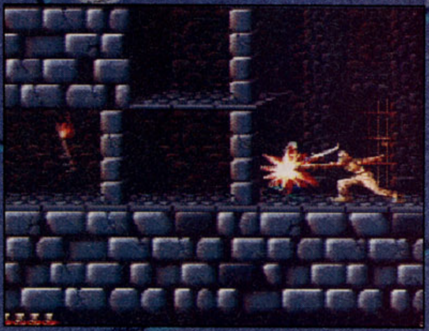
Alas, sinister foes and minions of the evil Jaffar also lie in wait for the Prince. He'll encounter lowly Soldiers, fat but crafty Politicians, Knights in Golden Armor, Skeleton Warriors, and even his own alter ego, the Shadow Man. The only way to defeat any of these foes is through sword-slashing, head-to-head battle – and a hefty dose of quick wits.





PROTIP: Use the terrain around you to finish off your tougher sword-fighting opponents. For example, try to push a soldier off onto some spikes. Skeletons are invincible. One way to defeat them is to knock them off ledges. They'll fall and smash to pieces.

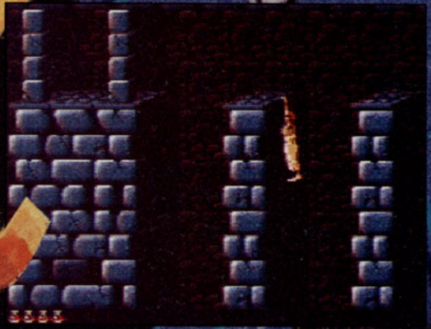
ILLUSTRATION: DELL BARRAS



PROTIP: The easiest way to survive a sword fight is to stand still and let your foe attack you. When they get within striking distance, quickly slash them. Repeat this procedure until they're done for.

Fortunately, the Prince is agile, strong, and clever beyond compare. Unluckily for him, you're in control! The Prince's repertoire of moves is fairly large, complicated, and somewhat difficult to learn. It's up to you to master the Prince's many moves and guide him through his perilous journey. The Super Nintendo version captures the animated movement that's always been a standout quality of the game. The Prince looks real as he runs, jumps, climbs, crouches, shuffles, crosses swords with enemies, and skids to a halt through the castle passageways.

PROTIP: You'll need to make half-step moves. One way to do this is to face the direction you want to go, press crouch, and release it. Another way is to press and hold down A. Then press the directional pad in the direction you want to move. The second way is safer, because the Prince will pause at an edge.



PROTIP: Always hold down Up on your control pad while you jump. If you miss your jump, or if it's a long jump, your hands will usually graze the edge of the ledge and grab onto it. Then you can pull yourself up to safety.

Good Karma

Luckily for you, the Prince apparently had good Karma in another life (and he's had a lot of them)! Scattered here and there throughout the castle are powerful Medicines that restore his health. Of course, Jaffar has also left dangerous potions to tempt you. Poison takes away part of your life, and the Inverter potion turns the screen upside down.

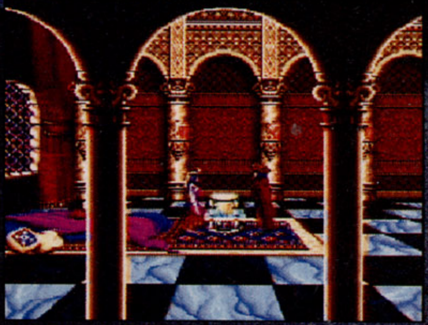
PROTIP: The first Cure-All potion is located in Level 2. It's just past the first battle with a Politician dressed in blue. Drop through the falling panels, move left, and quaff the medicine for extra health.

Successfully negotiating the palace labyrinth requires quick wits, puzzle-solving ability, nimble fingers, calm nerves, and PATIENCE. Advanced and Expert gamers have the best shot at rescuing the Princess, although, Intermediate and Beginning gamers will also enjoy the game (if they're not easily frustrated). Those inexperienced in the ways of the Prince should definitely seek guidance through the five levels of the Training Mode.

With everyone's stress level in mind, Konami has kindly included a password feature that enables you to access your current password at any time during the game. You can also check your best time on any given level, as well as your total time on the overall game. To beat the game, you must finish all 20 levels in 120 minutes.

PROTIP: Use this password to skip Level 1 and begin at Level 2 armed with the sword and ready for battle: BK1MQEL.

Shazam!



Haunting, gorgeous tunes, and eerie beautifully animated graphics create a beautiful background. Intricate game play that challenges your wits and dexterity finish off the picture. Konami's done it again! Now get going...she's waiting and the sands in the hourglass are running out!

Prince of Persia by Konami

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
5.0	5.0	5.0	5.0	Advanced

Price not available
Available Fall '92
Action/Adventure

One Player
Passwords/Continues

SUPER NES PRO REVIEW

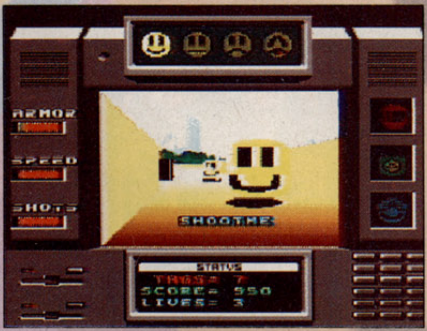
By Ugg the Bug

Usually 16-bit games get shrunk down for the Game Boy. Faceball 2000 by Bullet-Proof Software goes the other way, and scores big.

FACEBALL™ 2000

Play Ball with Faceball

Faceball 2000 for the SNES takes essentially the same tag 'em and bag 'em action from the popular Game Boy cart and gussies it up with outta sight SNES graphics. You enter a bizarre series of mazes to play virtual reality dodge ball with a bunch of smiley-faced, geometric creatures gone berserk called Smiloids.



In Cyberzone, the Smiloids will get you if you don't watch out!

At its wildest, the game's like a 1970's nightmare flashback. Smiley Faces swarm around you. Every time they knock you for a loop, they say, "Have a nice day." The silly, vapid phrase drives you nuts after awhile. You gotta admire such a deliciously depraved sense of humor!

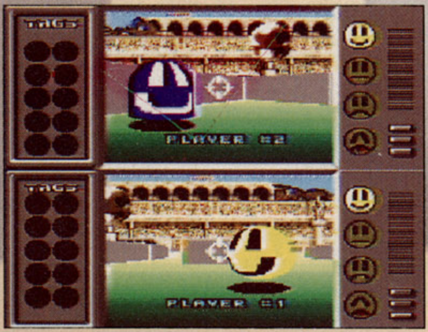
Maze Daze

There are two basic games: Cyberzone and Arena. Yes, that's Cyberzone not Cyberscape, Game Boy Faceball fans. Unlike GB Cyberscape, where you had to search for the exit, Cyberzone focuses on Smiloid smackin' fun. You merely zap a certain number of Smiloids to reveal the way out. The 'Zone consists of 41 increasingly tough levels, plus eight Bonus Levels. You won't beat this game anytime soon!

PROTIP: As soon as you enter a Level, swing immediately around. You never know what's waiting behind you.

PROTIP: The Master Smiloid isn't the only surprise on the 41st Level.

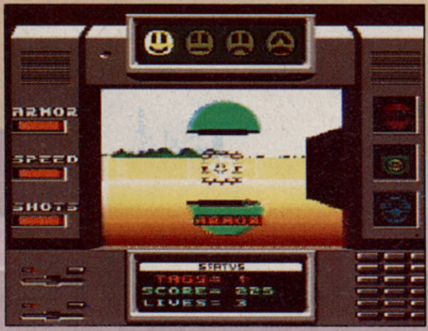
Arena is a one-time, free-for-all. It's you versus the Smiloid All-Stars. You pick one of 16 mazes. First team to score 10 hits gets to tell the other team to "Have a nice day!"



PROTIP: One successful strategy in a two-player Arena match is to position yourself to cover each other.

Smiloids-in-your-Face

The Smiloid opposition has rolled over from the Game Boy version. Shootmes, Ishootu2s, Rovers, Gremlins, Turkeys, and the obnoxious Bouncers are out in force.



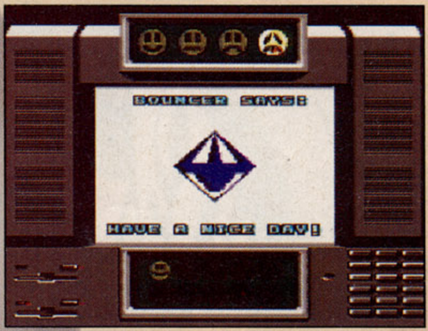
PROTIP: In the easy early levels of Cyberzone, don't exit until you find the power-ups. For example, Level 1 has Armor and a Speed-Up. Level 2 and Level 6 have Shields. Level 3 has a Sensor and a Weapon.

PROTIP: To attack moving Smiloids from afar, such as Gremlins, fire a string of balls across their paths.

To help against your good-natured geometric foes, you can find power-ups hidden in special Pods. Power-ups include Armor, Speed-Ups, and Sensors, which reveal your foes on your Level Radar.

Put on a Happy Face

Faceball's graphics are SNES sharp. There's really not that much variety to them, but oh how they move through those weird mazes! You get an awesome first-person perspective of the action, which surrounds you with the labyrinthine Faceball environment. Some of the backgrounds are knockouts.



PROTIP: Have a nice day!

Two-player games feature a slick split-screen view. In versus games, you can see yourself in your opponent's screen. However, the cheat factor isn't significant. The music and the sound effects are just right. You might even turn up the volume.

Have a Nice Play

Faceball 2000 is a simple game concept that works. What you see is what you get. So, if you like what you see and read here, get it. The only thing this game's missing is the Game Boy's four-player capability. Until that SNES technological breakthrough occurs, that's right...have a nice daaaaaay!

Faceball by Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	ADV. Advanced

Price not available
8 megs
Available now

Action/Puzzler
Two Players
Have a Nice Day

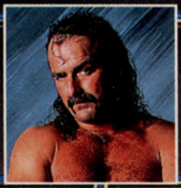
MACHO MAN RANDY SAVAGE™

HULK HOGAN™

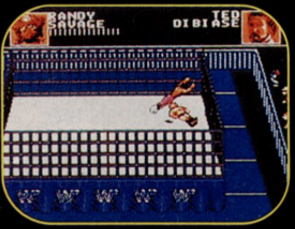
THE UNDERTAKER™

THE MOUNTIE™

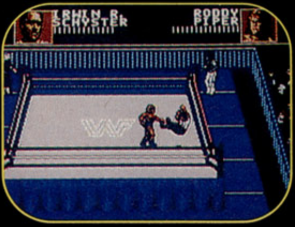
SID JUSTICE™


JAKE "THE SNAKE" ROBERTS™

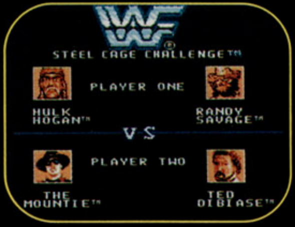
THE RAGE OF THE CAGE!


RANDY SAVAGE
TED DIBIASE

WWF WRESTLING ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!


IRWIN R. SCHYSTER
RODDY PIPER

GO FOR THE TAG TEAM TITLE WITH CANVAS-SHREDDING ACTION.


STEEL CAGE CHALLENGE™
PLAYER ONE
HULK HOGAN™
RANDY SAVAGE™
VS
PLAYER TWO
THE MOUNTIE™
TED DIBIASE™

CHOOSE FROM 10 OF YOUR FAVORITE WWF SUPERSTARS.

Screen shots shown are from NES™ version.

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STEEL CAGE & TAG TEAM ACTION

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SUPER NES PRO REVIEW

JAMES BOND Jr.

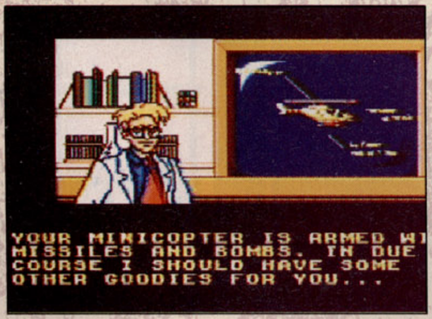
COMIX 'N TOONS

By Mister Blister

TOP SECRET! (For Your Eyes Only): Sources report that T.HQ has created a new SNES game based on the cartoon adventures of a world famous super spy's teenage nephew, James Bond Jr. This multi-level action cart is believed to be a combination of several game styles. It's reportedly packed with nonstop action and adventure. Your mission, should you choose to accept it, is to go undercover and acquire more detailed information about the specifics of this game!

Secret Teen Agent

The agents of SCUM, a nefarious criminal organization, have stolen priceless items that contain secrets to vast riches and power. With his arsenal of secret weapons and vehicles to help him, it's up to James Bond Jr. to track these villains throughout the world and put an end to their sinister plans.



YOUR MINICOPTER IS ARMED WI MISSILES AND BOMBS. IN DUE COURSE I SHOULD HAVE SOME OTHER GOODIES FOR YOU...

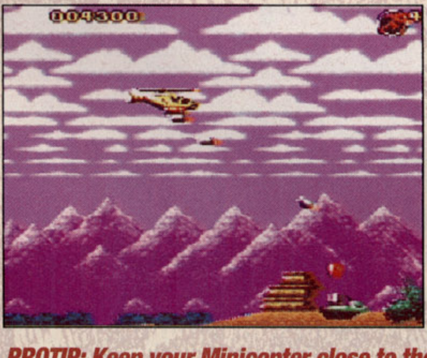
Meet I.Q., creator of rad "secret agent stuff!"

The seven tough levels of this single-player game feature multi-directional run, jump, and punch adventuring, which alternates with challenging, side-scrolling, shooter action. As James, you must explore the treacherous ruins of an ancient temple, trudge through a murky maze of underground labyrinths, and dash through the frozen SCUM HQ for the final showdown against the devious SCUM Lord! Each shooter level features James in one of his ultra cool, heavily armored, assault vehicles, such as the Minicopter, the High-powered Speedboat, and the Minijet.

Shaken, not Stirred

JB Jr. will make you cry U.N.C.L.E.! Each level is full of SCUM traps and goons out to revoke your secret agent's license. At least, the controls are great. They're easy to learn and extremely responsive.

On the adventure levels, watch out for SCUM agents, cannibals, pop-up spikes, toxic waste pools, and laser defense traps. When the game turns into a shooter, navigate around mines, attack choppers, SAM launchers, attack jets, and even suicidal gondola drivers!

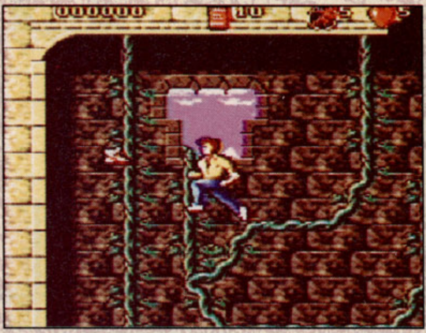


***PROTIP:** Keep your Minicopter close to the top center of your screen. To take out enemies before they appear on-screen, continuously lob bombs in front of you.*

***PROTIP:** Don't let enemy choppers pass by or they'll launch a sneak attack from behind.*

***PROTIP:** Drop as many bombs as possible on the Boss helicopter before it takes off.*

Just like his namesake, James has an arsenal of high-tech, secret agent weapons and gadgets to help him. Adventure levels are full of power-ups and bonus items, such as Superjump Sneakers, Snake Charming Electro-Flutes, Freeze Bombs, Rocket Shoes, and Laser Rings. Power-ups for vehicles include Shields, Nitro Boosts, and enhanced weaponry.



***PROTIP:** To jump higher, keep pressing down on the Jump button.*

***PROTIP:** Escape traps by continuously wiggling the directional controls back and forth.*

For Your Eyes and Ears Only

James Bond Jr. features bright, colorful graphics with large, crisply-animated, character sprites. You'll get noticeable slowdown on shooter levels whenever there's a mob of sprites on-screen. However, the crowded adventure levels are smooth. A sharp, hip soundtrack befits the espionage story line, and digitized sound effects, such as explosions and grunts of pain, add some pop.

Licensed to Thrill

This game's fun, but it's practically a suicide mission, especially the long, obstacle-filled, intense, shooter levels. Fortunately, continues are unlimited and you get passwords .

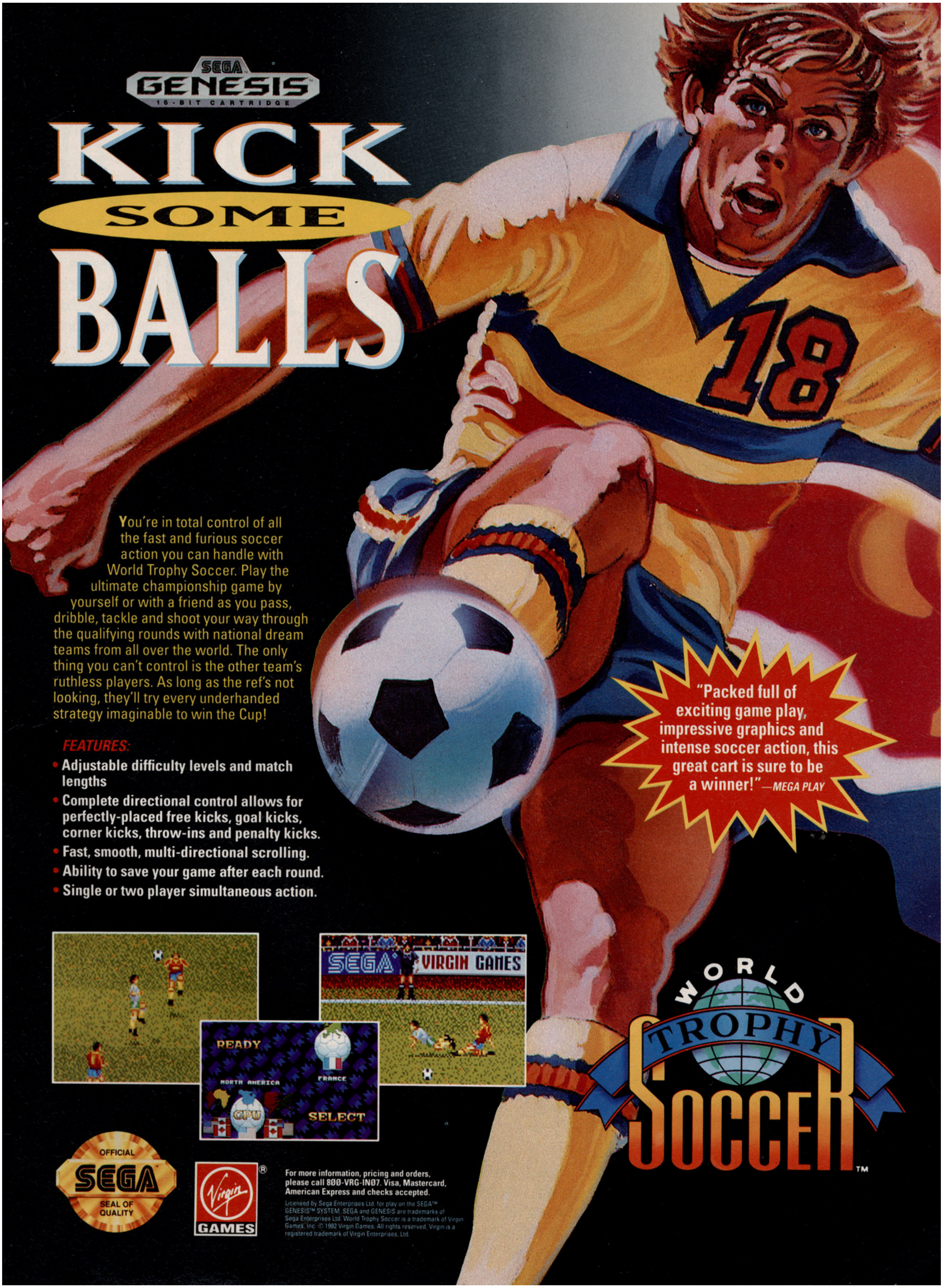
A well-rounded game with a variety of gaming challenges, James Bond Jr.'s as classy as his famous uncle. I spy an SNES hit!

James Bond Jr. by T.HQ

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.0	ADV. Advanced

Price not available
Available October '92
Action/Adventure

One Player
Passwords



You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- **Adjustable difficulty levels and match lengths**
- **Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.**
- **Fast, smooth, multi-directional scrolling.**
- **Ability to save your game after each round.**
- **Single or two player simultaneous action.**

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!"—*MEGA PLAY*

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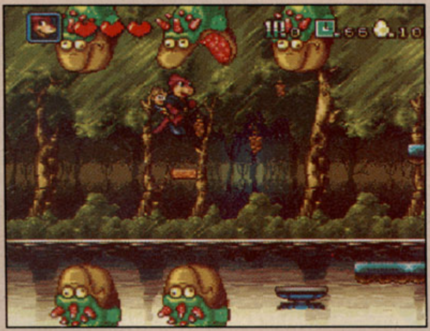
DinoCity

By Earth Angel

Timmy and Jamie, an all-American kid duo, were hanging out in Dad's lab checking out a dinosaur video when they accidently activated an experimental transfer device. Pow, whammo, blam! It's back to the past for prehistoric action/adventure in DinoCity by Irem.

Get On Your Bad Dinosaur and Ride

Fortunately, T & J hooked up right away with a fun-loving pair of "saurs" named Rex and Tops. In this medium-challenge, one- or alternating two-player game, you can be Timmy and Rex or Jamie and Tops. Climb aboard your prehistoric ride and gear up for six stages, each with five areas of horizontally- and vertically-scrolling side-view gaming.

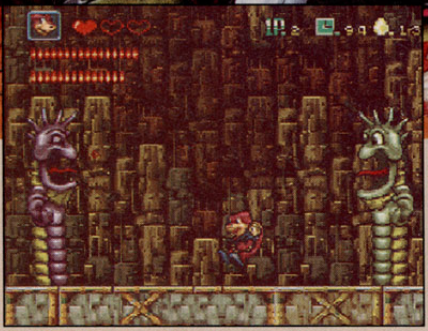


PROTIP: To warp to Level 1's ice area, jump into this dino's mouth.

The baddies in this prehistoric saga are a bunch of goofy Neanderthal villains called Rockys, as well as the fiendish flora and fauna of prehistoric Earth. The Rockys have snagged a powerful fuse (don't try to figure out how they got it). They're planning to blow your dinosaur buds, and their scaly friends, clear to the moon. Your task is to stop the Rockys and prevent the dinosaurs' premature extinction.

Dino Doors

In each stage area, you must start at the beginning and fight your way to a pair of doors at the end. The order in which you tackle the areas depends on which door you take. Every area is a hop 'n' bop challenge that requires fast thinking and quick reflexes. There's a final boss battle for every stage.

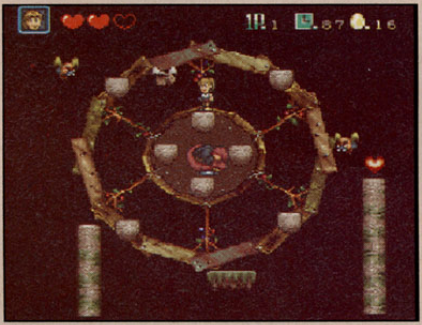


PROTIP: To beat the bosses, look for easy patterns. For example, jump until you see where the Stage 2 snake bosses erupt from the ground. Position yourself safely, crouch, and wait for them to fire. Then blast one of them in the mouth. Annihilate one and the other is easy to take out.

Know Your Dinosaurs

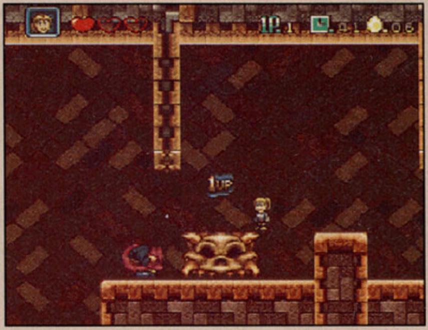
Each kid totes a weapon that freezes ancient beasties and human beings in their tracks. Rex packs a punch that enables him to duke it out with enemies in fisticlaws, while Tops has a long range arrow device.

PROTIP: Earth Angel goes with Jamie and Tops. It's easier to nail enemies from afar than to wait until you're nose-to-nose with them.



PROTIP: Put your dino bud on a platform in the middle of Stage 3's rolling wheel, and then freeze flies as you hop from platform to platform.

While the kids are on-board, the dino dudes can walk, jump, climb, and use their special weapon. When the time is right, the kids can hop off the dinosaurs to perform a tricky maneuver, or use their special freeze weapon. When the kids dismount, Rex and Tops crouch and use their scaly hides to take hits without damage.



PROTIP: In Stage 2, use your kid to help you get past the dropping platform section. When you reach the 1-up on top of the skull, hop off the dinosaur to go around the skull and grab the 1-up. Jump on the skull to lower it enough for your dino pal to get by.

Keys to this City

DinoCity is a fun little prehistoric romp that, in spots, bears more than a passing similarity to Mario World. The colorful cartoon-style graphics create an ancient, humorous atmosphere. Cutesy tunes have a nice flair, although they occasionally sound prehistoric. Challenge-wise, the game's a good go for intermediate explorers. However, thematically it seems aimed at the younger set. The best part of the game is using your highly evolved cranium to figure out how to best use both your human and reptilian companions. Just don't make your dinos sore.

DinoCity by Irem

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	INT. Intermediate

$59.95
8 megs
Available September '92

Action/Adventure
Two Players
Password

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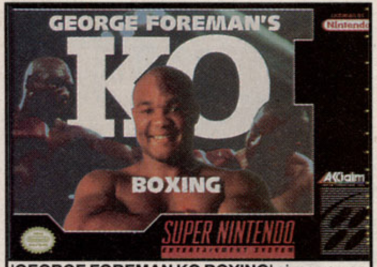
Menacer	$59
Power Clutch	$34



'GEORGE FOREMAN KO BOXING' gives you an in-the-action punch perspective, between round critiques from the former world champ, and 12 bigger than life boxing opponents. **$49**

Power Pad*	$14
Wireless Control #1	$34
Wireless Control #2	$22

SEGA ADVENTURE

Alien Storm	$34
Alien vs Predator	$39
Aliens 3	$43
Alisia Dragoon	$43
Ariel Little Mermaid	$36
Bart Space Mutants	$43
Batman	$42
Batman: Jokers Rtn	$49
Batman Returns	$49
Bio Hazard Battle	$44
Cadash	$44
Captain America	$46
Chester Cheetah	$55
Chuck Rock	$49
Crackdown	$42
Crossfire*	$29
Decapattack	$22
El Viento	$49
Ernest Evans	$49
Ex Mutants	$49
Fantasia	$42
Fatal Rewind*	$27
Flintstones	$44
Gadget Twins	$56
Global Gladiators	$54
GODS	$44
Golden Axe 2	$39
Green Dog	$39
Home Alone	$39
Hook	$49
Indiana Jones LC	$43
James Pond	$36
James Pond 2	$42
Jewel Master*	$19
Kid Chameleon	$46
Leander	$54
Mickey Mouse	$42
Mickey & Donald	$44

SEGA GENESIS
THE TERMINATOR
Virgin GAMES
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS™ SYSTEM
SEGA

In **'TERMINATOR'** you are Kyle Reese, a time traveller who must protect the life of a woman who holds the key to the survival of the human race. Features a movie-like soundtrack with realistic sound effects and 8 meg of futuristic firepower. **$49**

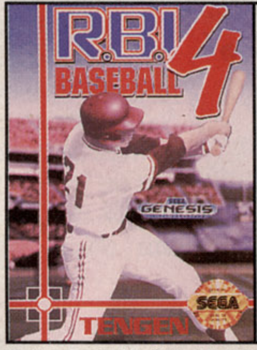
Onslaught*	$24
Qcksht Donld Duck	$42
Rolling Thunder 2	$49
Shadow of Beast 2	$52
Simpson KrustyFH	$42
Slime World	$43
Sonic Hedgehog 2	$49
Spiderman	$45
Splatterhouse 2	$47
Stormlord 1 or 2	$49
Strider 2	$49
Superman	$43

SEGA ADVENTURE

Swamp Thing	$45
Talespin	$39
Tazmania	$44
Technocop	$47
Technocop:Final M	$52
Terminator	$49
Terminator 2	$43
ToeJam & Earl	$42
Toki:Going Ape Spt	$43
TOYS	$49
Vallis*	$39
Vallis 3	$56
Where Time CSD	$49
Wolf Child	$45
Wonder Boy MonsL	$46
Xmen	$46
Young Galahad	$44
Young Indy Jones	$39
Zombie High	$42

SEGA KICK & PUNCH

Beast Wrestler	$56
Black Hole Assault	$49



'RBI 4' brings even more realism and options to an already popular game. New features include 1991 stats for each player & division champions from the past 6 years, relief pitchers, Home Run Derby, and special stadium features. **$46**

Chakan Forevr Mn	$44
Deadly Moves	$52
Double Dragon 3	$44
Fatal Fury	$52
Fighting Master	$42
Growl*	$29
King of Monsters	$52
Mystical Fighter	$43
Panza Kickboxing	$49
Pit Fighter	$45
Slaughter Sport	$49
Streets of Rage	$45
Streets of Rage 2	$56
Street Smart	$39
Two Crude Dudes	$43

SEGA ROLE PLAYING

Arcus Odyessy	$56
Battle Master	$43
Black Crypt	$59
Buck Rogers 1	$46
Cybercop	$49
Exile*	$49
Gemfire	$56
Immortal	$49

SEGA ROLE PLAYING

Immortal Hintbook	$10
Lord of the Rings	$59
Might & Magic 3	$52
Outlander	$44
Phantasy Star 2or3	$59
PStar 3 Hint Book	$14
Pirates	$49
Rings of Power	$55
Romance 3 Kingd 2	$59
Shining Darkness	$45
Shining Force	$54
Sorcerers Kingdom	$52
Star Oyssey	$59
Traysia	$54
Uncharted Waters	$59
Vampire Killer	$52
Warriors Etrnal Sun	$56
Y's 3*	$44

SEGA STRATEGY

Breach 2	$49
Chessmaster	$42
Clue	$49
Dragon's Fury	$42
HUMANS	$56
Jeopardy	$49
Klax	$42
Lemmings	$43
Marble Madness	$29
Master of Monsters	$54
Metal Fang	$43
Monopoly	$49
Powermonger	$42
Rampart	$42
7 Cities of Gold	$49
Shanghaii 2	$39
Super Conflict	$49
Twisted Flipper	$36
Ultimate Qix	$36
Warrior Rome 1or2	$54
Warsong	$49
Wheel of Fortune	$49
Where World CSD	$49
Where's Waldo?	$49

SEGA SHOOTERS

Atomic Runner	$42
B Bomb	$36
Caliber 50	$34
Death Duel	$49
Elemental Master	$56
Galaxy Force 2	$39
Hellfire	$39
James Bond 007	$49
Predator 2	$46
Raiden	$49
Smash TV	$43
Soldeace	$54
Space Invaders 91	$38
Steel Empire	$42
Supr Thunderblade	$37
Thunder Force 2	$37
ThunderFox*	$29
Twin Cobra	$32
Vapor Trail	$54

SEGA SPORTS

American Gladiatrs	$56
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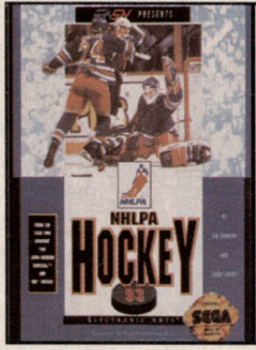
Baseball	$46
Bowling	$46
Bulls vs Lakers	$49
California Games	$42
D Robinson Bsktbll	$46
Evndr Holyfield Bxg	$44
G Forman Boxing	$49
Hardball*	$36
Hit the Ice	$44
J Connors Tennis	$54
Jen Capriati Tennis	$43
Joe Montana 2	$49
J Madden Football*	$29
J Madden '92	$42
J Madden '93	$49

SEGA SPORTS

Jordan vs Bird	$39
King Salmon	$42
Lakers vs Celtics	$42
M Lemieux Hockey	$45
Mike Ditka Footbll*	$29
MLBPA Sprts Talk	$52
Mohammed Ali Bxg	$54
NBA Super Allstar	$43
NFL Sports Talk Fb	$46
NHLPA Hockey '93	$49



'NHLPLAYERS HOCKEY 93' lets you skate with Gretzky, Lemieux, & Messier. Features 11 skill categories from the 1992 season, new signature moves, harder checking & injuries, tougher goalies, 2 player cooperative play, & instant replay. **$49**

Nolan Ryan	$49
Olympic Gold	$45
PGA Tour Golf	$49
Pigskin	$49
RBI 3	$39
RBI 4	$46
Rgr Clemens MVP	$43
Side Pocket	$46
Summer Challenge	$49
Supr High Impact F	$43
Team USA Basktbll	$49
Tony LaRussa Bbll	$54
World Class Ldrbrd	$42
World Chmp Soccr	$27
World Trophy Socc	$49
WWF Superwrestlg	$43

SEGA SIMULATION

Chase HQ 2	$44
Desert Strike	$42
Devilish	$34
Double Clutch	$34
F15 Strike Eagle 2	$54
F19 Stealth Fightr	$59
F22 Interceptor	$42
Ferrari Grand Prix	$42
LHX Attack Choppr	$44
Lotus Turbo Challn	$44
Maverick	$59
Mig 29	$49
Paperboy	$42
Race Drivin'	$45
Quad Challenge	$45
Road Rash	$42
Road Rash 2	$44
Road Riot 4WD	$49
Steel Talons	$49
Super Battle Tank	$49
Supr Monaco GP 2	$44
Super Off Road	$39
Test Drive 2	$49
Third World War	$54
Thomas Tnk Engin	$49

RAMPART
Nintendo
2-PLAYER SIMULTANEOUS ACTION
ELECTRONIC ARTS
PROGRAMMED BY BITMASTERS
SUPER NINTENDO

'RAMPART' features an all new game design with enemy bosses, bonus rounds, more powerful artillery, 2 player simultaneous action or furious 1 player combat, and over 15 new battlefields. **$49**

SNES HARDWARE

SNES System	$145
AC Adapter	$ 9
Ascii Pad	$24
Competition Jystick	$69
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J B King Joystick	$59
Super Scope	$54

SNES ADVENTURE

Addams Family	$49
Aliens 3	$54
Alien vs Predator	$39

SNES ADVENTURE

Arcus Spirits	$49
Batman:Joker's Rtn	$54
Battle Clash	$49
Battle Toads	$59
Blues Brothers	$49
Castle Vania 4	$49
Chester Cheetah	$54
Claymates	$54
Cool World	$54
Death Valley Rally	$52
Dino City	$49
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Family Dog	$49
The Flash	$49
GODS	$54
Great Battle	$54
Home Alone 1 or 2	$46
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Joe vs the Wall	$54
Lgnd Mysticl Ninja*	$54
Lethal Weapon 3	$54
Mickey Mystl Quest	$54
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Out of this World	$54
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Radio Flyer	$54
Rebel	$49
Robocop 3	$52
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Simpsns Krusty FH	$49
Solstice 2	$49
Soulblazer	$54
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Star Trek	$59
Supr Advntr Island	$52
Supr Ghouls Ghost	$54
Superman	$52
Supr Shadow Beast	$49
Super Star Wars	$54
Super Valis 4	$49
Swamp Thing	$49
Teen Mtnt Nnj Trtls	$54
Terminator 2	$54
Time Slip	$46
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Tom & Jerry	$49
Toxic Crusader	$54
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Vikings	$49
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Zelda 3	$49

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Castles	$54
Chessmaster	$49

SNES STRATEGY

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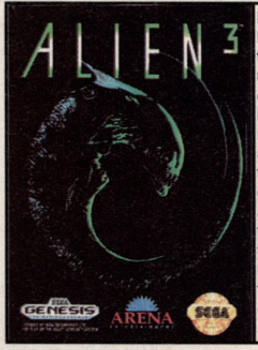
SimEarth	$59
Spindizzy Worlds	$49
Spot 2	$49
Supr Buster Brothrs	$54
Super Conflict	$49
Utopia	$49
Wheel of Fortune	$49
Where's Waldo	$49
Wordtris	$43

SNES KICK & PUNCH

Battle Blaze	$46
Deadly Moves	$49
Double Dragon	$59
Golden Fighter	$49
King of Monsters	$49
Panza Kickboxing	$54
Pitfighter	$46
Rap Quest	$49
Rival Turf	$54
Street Fighter 2	$64
Super Combatribes	$54
Super Ninja Boys	$54

SNES SHOOTERS

Axeplay	$54
Biohazard	$44



In **'ALIEN 3'** you, Ripley, must track down the universes' greatest killer. Enjoy blockbuster movie graphics as you travel through underground tunnels to a bloody slaughter house. Use your large arsenal of weapons to save the prisoners or become alienated. **$43**

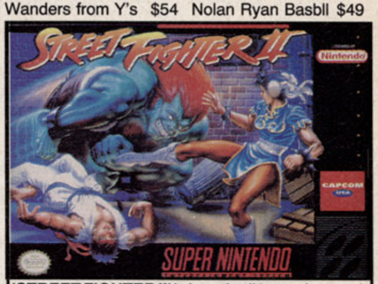
Contra 3	$54
Cybernator	$54
Darius Twin	$46
D-Force*	$39
Earth Defnc Force*	$39
Genocide	$54
Gradius 3	$34
Guerilla Warfare	$54
Gun Force	$49
Hyper Zone*	$29
Imperium	$43
Metal Masters	$54
Phalanx	$54
Raiden Trad*	$46
Rap Attack	$54
Smash TV*	$49
Space Mission	$49
Strike Gunner	$54
Supr Mega Force	$54
Supr R Type*	$39
Supr Sonic Blastmn	$49
Thunder Spirits	$49
UN Squadron	$54
Xardion	$54

SNES ROLE PLAYING

Arcana	$59
Curse Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Fables & Fiends	$59
Final Fantsy Lgnd 2	$59
Final Fantsy Myst Q	$39
Gemfire	$59
Golden Empire	$59
Hit the Ice	$54
Inindo	$59
Lagoon	$54
Lenus	$59
Lord of the Rings	$64
Lost Mission	$49
Magic Sword	$54

SNES ROLE PLAYING

Might & Magic 2	$54
Might & Magic 3	$59
Outlander	$49
Pro Quarterback	$54
Shadow Run	$54
Special Tee Shot	$54
Spellcastr Aspct Vlr	$54
Super Batter Up	$49
Ultima False Prpht	$64
Wanders from Y's	$54



'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **$64**

Wizardry 5	$64

SNES SIMULATION

Cyberspin	$46
Desert Strike	$54
F15 Strike Eagle	$59
F29 Retaliator	$59
F-Zero	$46
Hunt for Red Octbr	$54
Kawasaki Carrb Ch	$56
Mechwarrior	$42
Pilot Wings	$46
Race Drivin	$49
Road Riot 4WD	$49
Robosaurus	$49
RPM Racing	$49
Supr Battle Tank	$54
Super F1	$49
Super Stirke Eagle	$59
Test Drive 2	$49
Top Gear	$49
Ultrabots	$54
Warp Speed	$49
Wing Commander	$54
Wings 2:Aces High	$49

SPIDER-MAN AND THE UNCANNY X-MEN
Nintendo
LJN
SUPER NINTENDO

'SPIDERMAN & X-MEN' gives you control of spiderman's web swinging super powers as you move through 7 levels of arcade-style action. Battle against famous Marvel villains. **$54**

SNES SPORTS

American Gladiatrs	$56
Baseball	$49
Baseball Stars 2	$54
Bill Laimbr Bskbll*	$24
Black Bass	$49
Bulls vs Blazers	$54
California Games 2	$49
Championship Bxg	$49
David Crane Tennis	$49
Extra Innings	$49
Football Fury	$46

SNES SPORTS

G Foreman Boxing	$49
Hole in One Golf*	$39
Jck Nicklaus Golf*	$46
Madden Footbll '93	$54
MVP Football	$54
NBA Supr Allstar C	$54
NCAA Basketball	$59
NFL Football	$54
NHL Hockey	$54
Nolan Ryan Basbll	$49
PGA Tour Golf	$49
Pebble Beach Golf	$49
Pigskin	$54
Rogr ClemensMVP	$54
Skins Game	$54
Space Football	$49
S Bases Loaded 2	$54
Supr Bowling	$49
Supr Dble Dribble	$54
Supr Goal	$49
Supr High Impact F	$49
Supr NBA Basktbll	$54
Supr Off Road	$49
Supr Play Actn Ftbll	$49
Supr Power Punch	$54
Super Slam Dunk	$49
Supr Slapshot	$49
Supr Soccer Chmp	$54
Supr Tennis	$49
Supr Wrestlemania	$54
Weaver Baseball	$52
World Leag Soccer	$49

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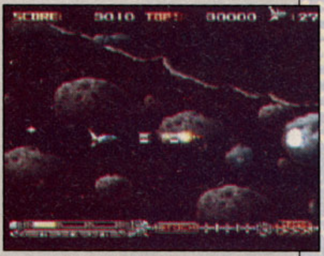
Phalanx

By Boss Music

Big, bold, and ready to shoot gelatinous aliens with loads of hot lead, the Phalanx spaceship blasts off for battle. In Kemco's latest shoot-to-spill SNES cart, a galaxy-devouring interstellar bandit erects an unwelcome residence on Planet Delia 4. In "Operation Climax," your assignment is to erase the intruder.



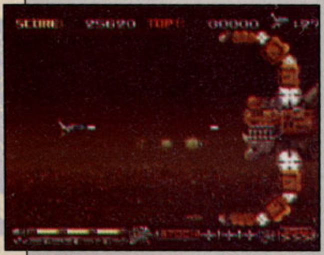
The Phalanx – symbol of superior firepower.

Phalanx Fired-Up

Phalanx dishes out above average, shooting action and nice graphics to back it up. You, as crack pilot Riki Sanada, guide the Phalanx through eight attractive areas of side-view, blow-'em-up combat.

The Phalanx is juiced with a homing beam, an energy compressor, reflector balls, and a needle laser. You load the guns with power capsules, then swap between them at will. You also get three types of missiles and special, one-shot-only weapons.

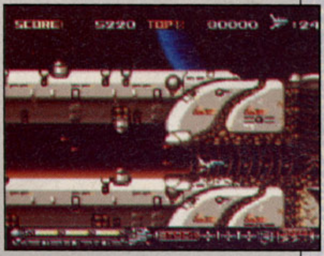
You skim the wasted skies over Delia, buzz a dark and desolate city, infiltrate a hostile starship, and pulverize the final bubbly beastie. Bio-organisms, melded with machines, swarm to strike back against the Phalanx. The screamin' meanies don't set the screen on fire, but they keep you busy with round after round of bullet showers. You can alter the cart's challenge, but four continues are non-negotiable.



PROTIP: First, pick-off the Wild Scissors' arm joints. When only its head remains, shoot its eye.

The visual presentation is first-class. The multi-layered, side-view backgrounds are nicely shaded, and the big bangs look good. Unfortunately, massive sprite overloads occasionally hamper the pace of the game play. If Phalanx were a chef, it would toss a slowdown salad. The music's a mixed bag of hard rock tunes and hollow sound effects.

PROTIP: Don't shoot the Mission 8 bullet pods, or they'll explode in your face.



PROTIP: To ground the Destroyer in Mission 5, exterminate the aliens hiding out in its three space ports. Search the interior tunnels to find the ports.

Aftermath

Make sure your shooter's license hasn't expired. Phalanx leaves your wrists limp and your thumbs spent. The cart goes where other SNES blasters have been several times before, but it gives you a few thrills along the way.

In a mood for a fairly fulfilling flight? Reach for Phalanx.

Phalanx by Kemco America

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	3.5	ADJ. Adjustable

Price not available
8 megs
Available Oct. '92
Shoot-em-up
One Player
Four Continues

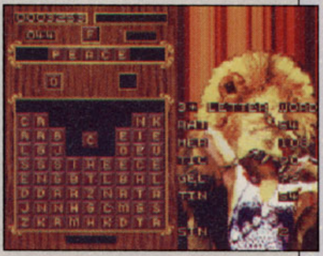
Wordtris

By Bone Head

Wordtris has scrolled across systems like messages on an electronic message board. Now SNES gamers can use their wits to get the last word on Spectrum Holoybyte's Wordtris.

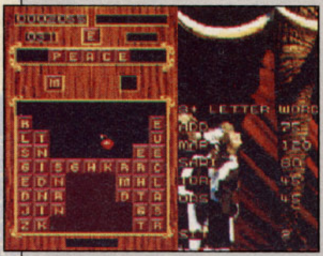
Spelling Is In

Like the Game Boy version, this game rides the Tetris train. Letters fall down vertically from the top of your screen, and you have to create words from them. When you complete a word, it disappears. When the screen fills up with letters, it's game over, scrabblers.



PROTIP: If your screen is piling up, keep the center clear. Move your letters to the left and to the right. You may create that lucky word.

If you need more challenge, crank up the difficulty from Children's to Novice, Advanced or Expert. You can also set a time limit, choose not to see the next falling letter, and reject repeated words.



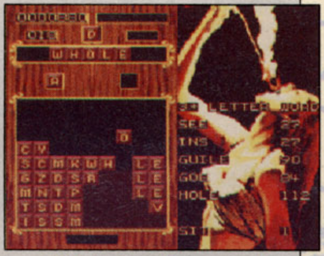
Bombs help to rid you of pesky letters.

Your challenge break comes in the form of Cherry Bombs, Dynamite Sticks, and Acid Beakers. These explosives can make a big bang out of tough letters, like X. Sporadic falling letters sometimes form unexpected words of their own, like "harass." On the downside, this can take away from the game's difficulty and fun.

PROTIP: If the letters are falling too fast and furious for your mind to grasp, pause the game and survey the terrain. You can find a word fit without the rush.

This 16-bit version takes advantage of the SNES' graphics power with colorful, peripheral graphics that feature clowns, acrobats, and other circus characters. The soft jazzy circus music is good enough to keep the volume up, even when you're not playing the game.

This game is loaded with competitive options. You can work against or with a friend in the Competitive and Cooperative modes, respectively. If you have more than one dictionary-proficient friend, try the Tournament mode that tests up to three other players with identical game play.



PROTIP: Clear the screen by making the magic word that's in the top center of the screen.

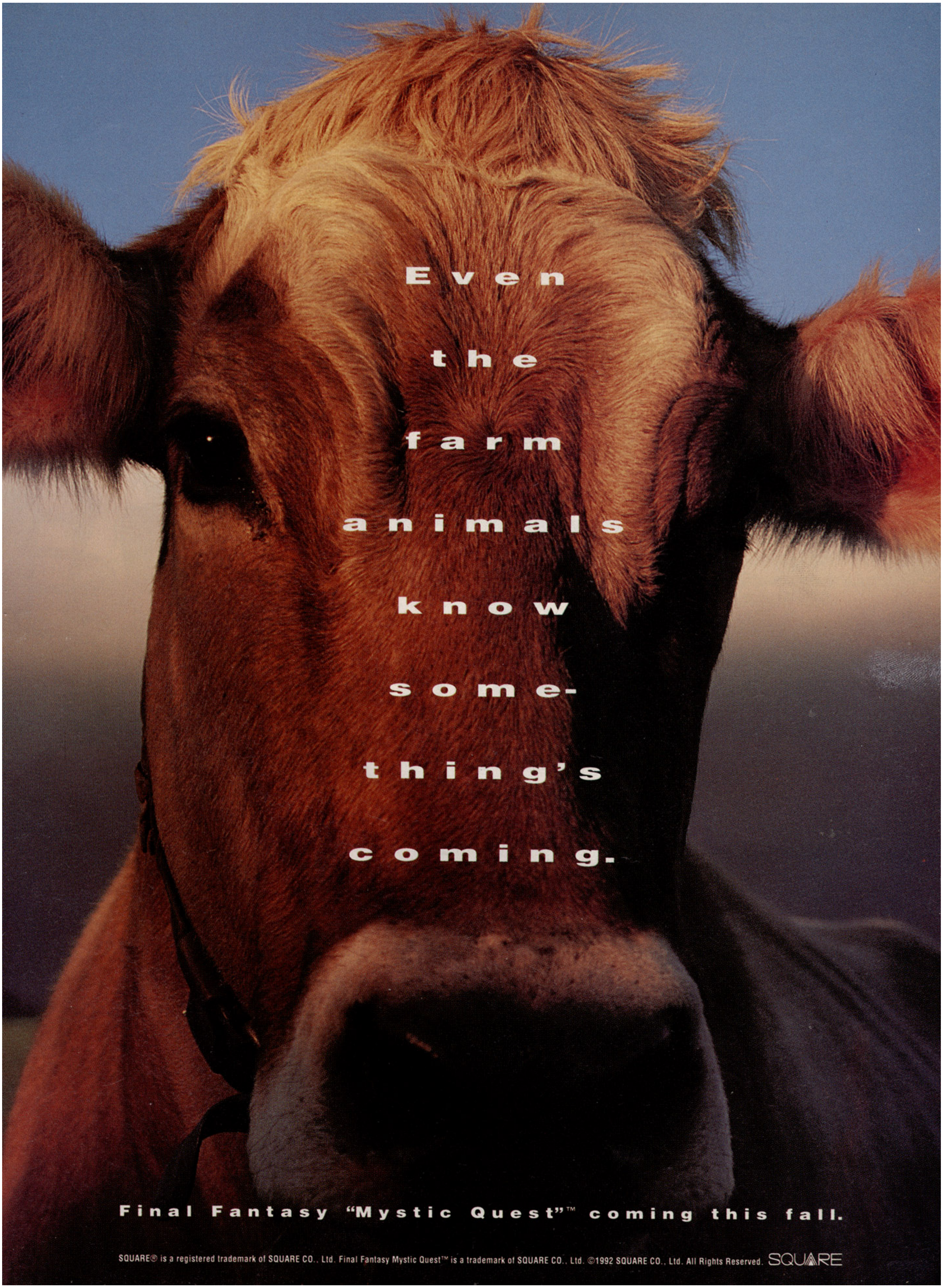
Word Up

If you love the Sunday paper's crossword puzzle, you'll love Wordtris. This game makes you think.

Wordtris by Spectrum Holobyte

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	3.5	ADJ. Adjustable

$54.95
4 megs
Available Sept. '92
Word Puzzler
Four Players


Even
the
farm
animals
know
some-
thing's
coming.
Final Fantasy "Mystic Quest"™ coming this fall.
SQUARE

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Super Star Wars

By Bubonic the Blow Frog

The year was 1977, and the lines of eager Americans stretched block after city block. They were about to embark on a journey to "a galaxy far, far away" and begin a movie-going tradition that would last well into the next decade.

This year, JVC/LucasArts will bring that "Chewy" feeling home in their first game for the SNES, Super Star Wars! This action/adventure adaptation will feature two types of game play: side-view, horizontally-scrolling, fighting sequences and first-person flying and shooting.

A Pilot with a Purpose

The game's story line will match the movie's. Initially, you'll play Luke as he rids the Dune City of those scurvy Womp Rats. Then it will be time to shoot Jawas while jetting across the sand in your Landspeeder. Later, you'll meet up with Han Solo and Chewbacca. You'll then be able to play three characters.

Luke finds C-3PO and R2-D2. R2 shows Skywalker a distressing message from Princess Leia. After consulting with Obi-Wan, Luke is off to the scum-ridden streets of Mos Eisley to find a ride to Alderaan. Eventually, Luke grabs himself an X-wing to battle Darth Vader's nasty TIE fighters and destroy the Death Star.

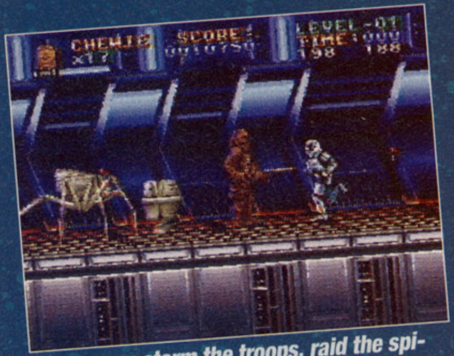
Anyone who saw the movie definitely remembers the Cantina scene with all the weird space creatures, including the all-alien band. In Super Star Wars, Luke struts through the Cantina fighting off bad guys, as the weird bar patrons at their tables in the foreground and the background create an amazingly realistic 3-D point-of-view.

The Lucas name promises the best in sound, and Super Star Wars delivers digitized sounds, including those of the Light Saber. Samples of John Williams' famous movie score will accompany the action.

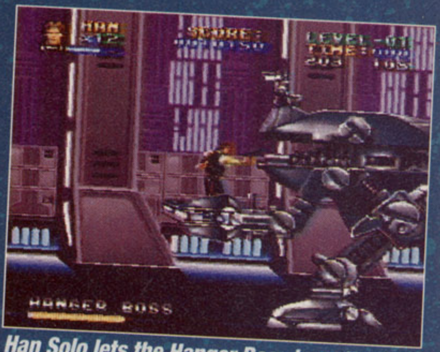
Go Get'em Kid!

No doubt, Star Wars fans everywhere eagerly await their chance to take on the Empire. May the Force be with us.

Super Star Wars by JVC/LucasArts
Available Fall '92



Chewy can storm the troops, raid the spiders, and demolish the droids with his powerful gun.



Han Solo lets the Hanger Boss have it when it opens its big mouth.

COMIX 'N TOONS

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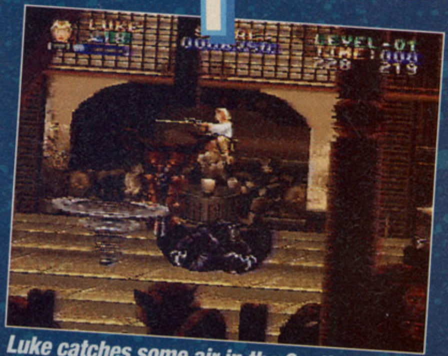
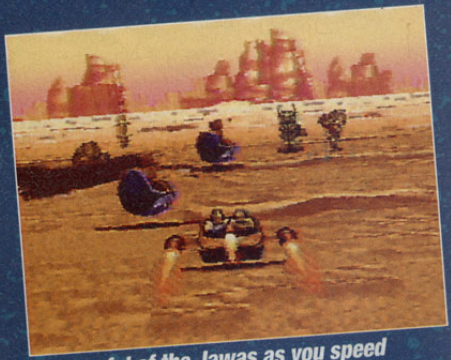
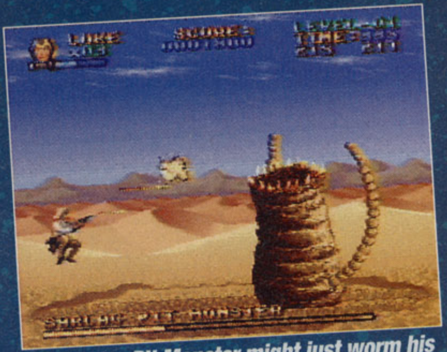


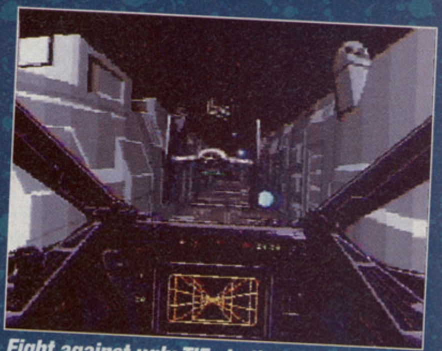
Luke catches some air in the Cantina, while other patrons mix it up below



Be careful of the Jawas as you speed across the desert.



The Sarlac Pit Monster might just worm his way to your dune.



Fight against ugly TIEs in the trenches.

SNES CD-ROM PREVIEW

By Boogie Man

When Nintendo releases its Super NES CD-ROM drive (reportedly in January '93), there'll be serious partying going down amongst gamers and game developers alike. One guest sure to be invited will be The 7th Guest by Virgin Games.

This personal computer CD game will be among the first games developed for the Super NES CD-ROM (See GamePro, The Cutting Edge, July '92). Here's a look at the PC version.

A Haunting You Will Go

The 7th Guest will be an eerie, murder/ghost story. It revolves around Henry Stauf, an evil toy maker. When several children die from mysterious circumstances after buying his toys, the local community suspects unusual goings on. The plot thickens when Stauf meets an untimely demise. Six guests are then anonymously summoned to the late (but unlamented) toy maker's remote, eerily vacant, hilltop estate. Who's the 7th Guest? Survive the night and you will see.

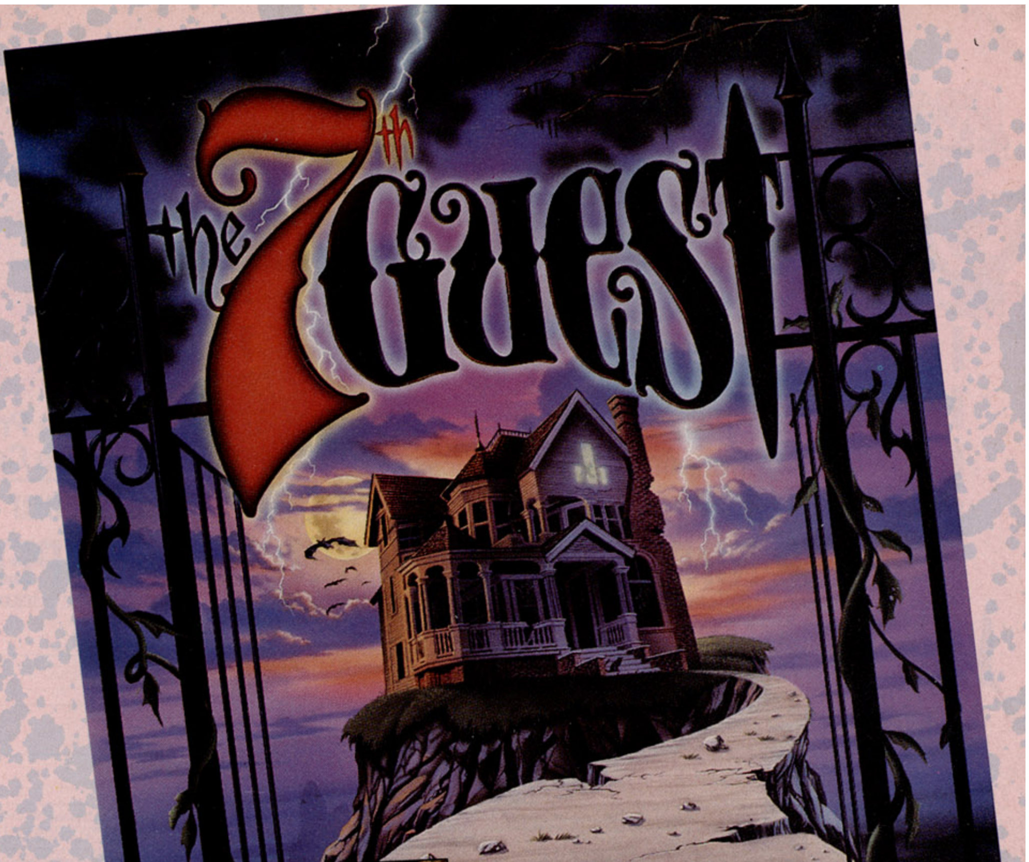
Be prepared for shocking special effects that will likely haunt you long after you've played the game. In the PC version, you can walk around any part of the mansion with total freedom. The scenery scrolls and rotates as your point-of-view changes. The 7th Guest will also use complex graphic processing techniques, including Rendering and Morphs. Rendering produces realistic shading effects. Morphs produce weird shape-changing effects, similar to those you've seen in the movie Terminator 2 and Michael Jackson's Black or White music video.

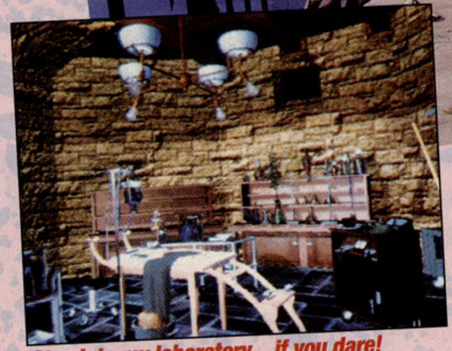
The game will also make extensive use of digitized dialogue. For the PC version, eight primary actors and fifteen extras were cast to act out the story.

You're Invited

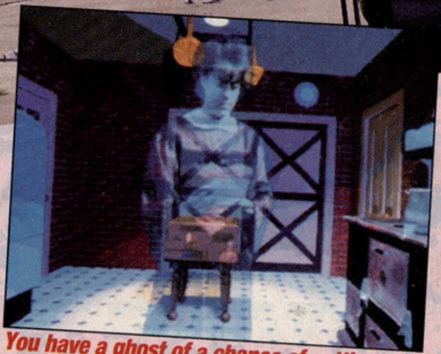
For now, the Super NES CD-ROM's as ethereal as any spirit in The 7th Guest. Exorcise the PC CD version for a vision of things to come.

The 7th Guest by Virgin Games
Available in 1993?

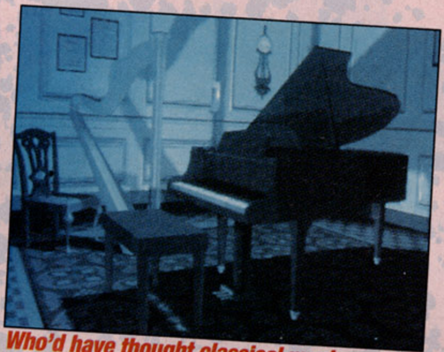




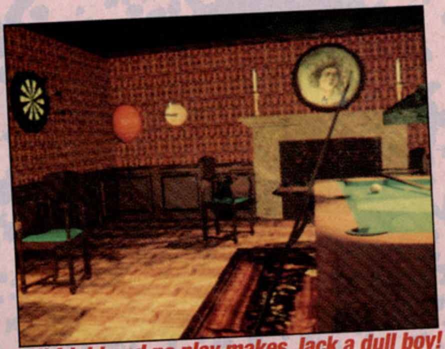
Step into my laboratory....if you dare!



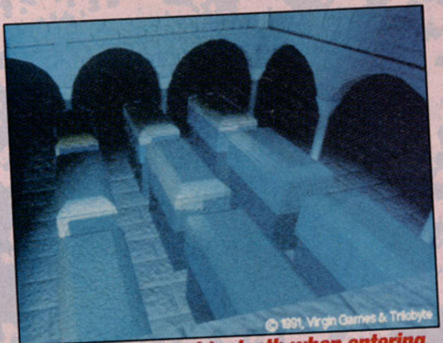
You have a ghost of a chance of getting out of the kitchen alive!



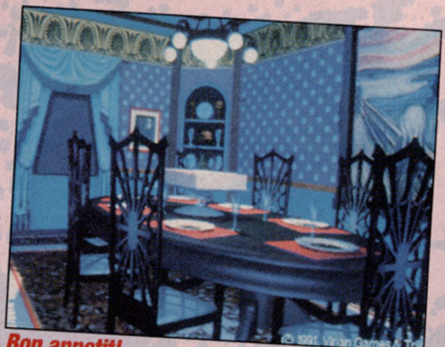
Who'd have thought classical music could ever be so dangerously fun?



All fright and no play makes Jack a dull boy!



You may be scared to death when entering Old Man Stauf's mansion.



Bon appetit!

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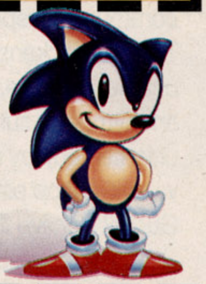

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ON LOCATION with: Accolade

BUBSY

A BOBCAT IN THE MAKING

PART 3

By Slasher Quan

A newborn bobcat's clawing his way through the development labs at Accolade, Inc. – Bubsy! In July and August, GamePro took you On Location to see Team Bubsy bring this feisty feline off paper sketches and onto the game screen. This month, listen to another chapter in Bubsy's ongoing production saga: Sound.

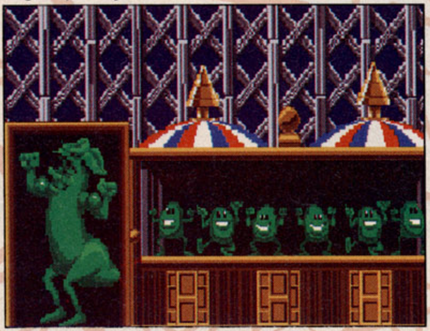
Audio's a key component in making the cart a pleasure for the ears as well as the eyes. To let there be sound, Senior Producer John Skeel and Designer Mike Berlyn turn to experienced Music and Sound Technician Matt Berardo. Berardo crafts the entire sound score for the game, including background music and effects.

Makin' Music

The Bubster's a cool cat with an attitude, so Berardo must mold the music around his personality. Skeel and Berlyn envision the tunes as "upbeat, with a bluesy-jazzy feel." With this concept in mind, Berardo composes the themes on a Roland MT-32 Synthesizer.

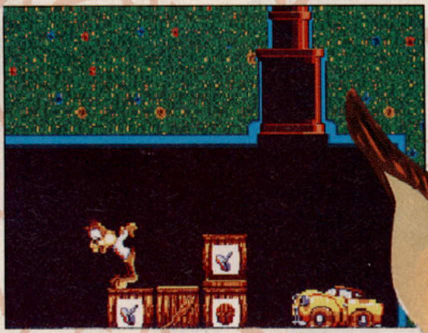
Inspired by sketches of Bubsy's world, Sound and Music Technician Matt Berardo composes theme songs on a Roland MT-32.

Once each piece is complete, Berardo records the tunes on a keyboard linked to a Musical Instrument Digital Interface (MIDI) device. He then uses Vision, a Macintosh program, to edit the notes. Programmers convert the digital score into Super NES code. Unlike most game consoles, the Super Nintendo's custom chip can process sampled sounds to produce a realistic, high-quality effect.

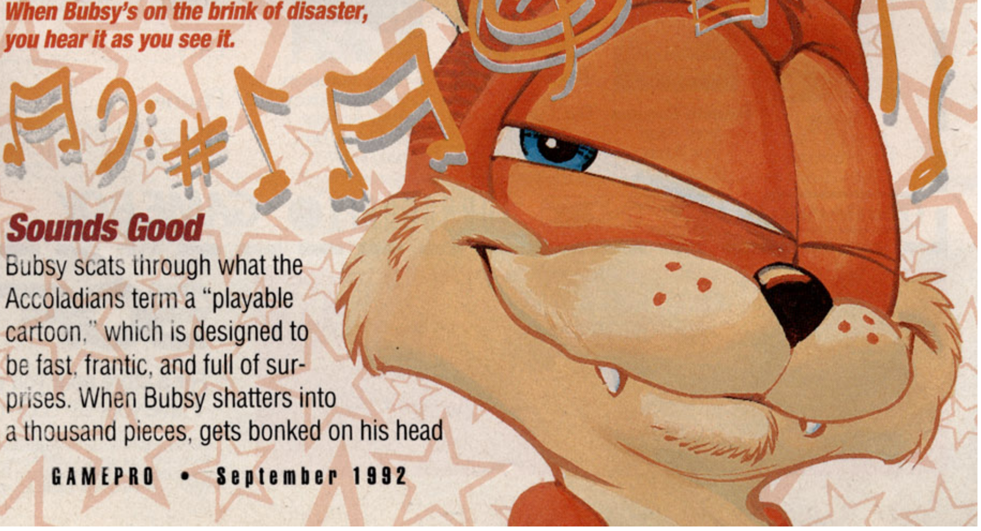


In the carnival chapter, the Stingbean Strongman's pea pod kids kick back their heels and move to the music.

The results are impressive. Bubsy's theme song is as sly as our hip hero, and each of the five world themes preserves that blues swing. The music even changes pitch and intensity to reflect game play excitement, speed, and danger. If Bubsy's trapped in a cave filling with water, the song reaches a crescendo to complement an imminent cat-skinning.



When Bubsy's on the brink of disaster, you hear it as you see it.



Sounds Good

Bubsy scats through what the Accoladians term a "playable cartoon," which is designed to be fast, frantic, and full of surprises. When Bubsy shatters into a thousand pieces, gets bonked on his head by a boulder, or takes off in "extended flight" mode, what makes the sound effect?

Berardo pulls out his trusty sound library, called Sound Ideas. Used in high-budget cartoons, movies, and even video games, it's a vast collection of CDs filled with thousands of sampled sounds – everything from the classic fog horn to a chainsaw whirring to a nose blowing. He chooses effects and prepares them for the Super NES program.

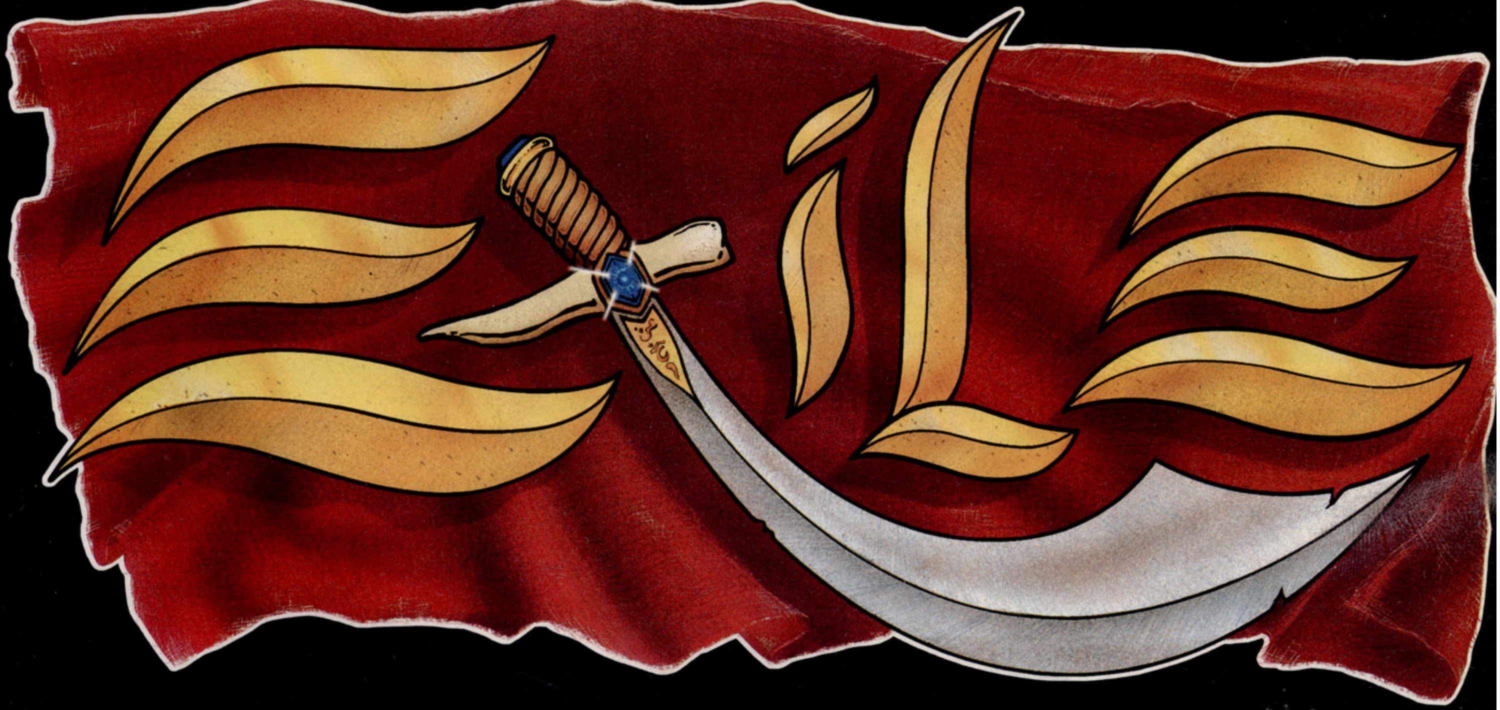
Speak, Bubsy, Speak

Without a voice of his own, Bubsy's a cute but mute cat. This bobcat has something to say when he meets a horrendous demise or sends a nasty, yarn-swiping Wooly packing. Accolade is auditioning comedians and other voice talents to play the part. The one-liners will be sampled and interspersed throughout the game.

Now Hear This

Bubsy's sounding off for now, but we've looked and listened to the cart's graphic and sound development. Assembling the pieces to this cartridge puzzle is next on Accolade's assignment list, so hang loose 'til next month.

Alone.
In a violent land.
The quest begins.



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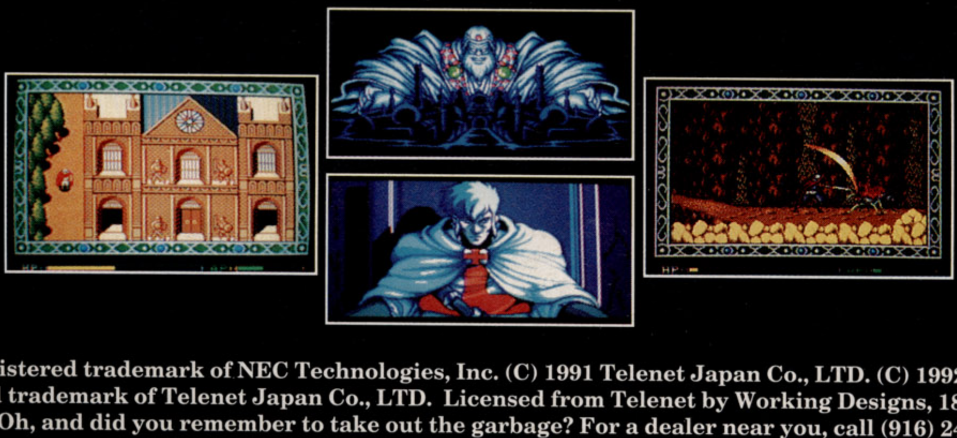

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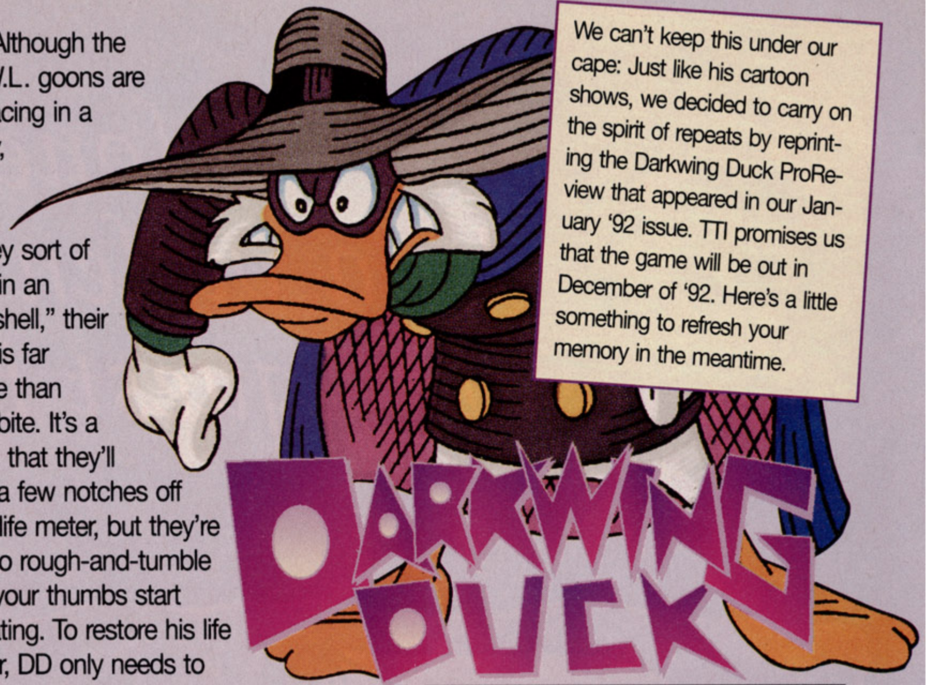
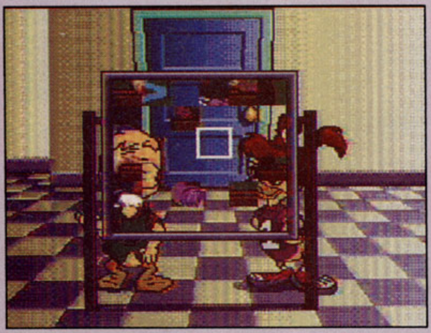
TURBOGRAFX-16 PRO REVIEW



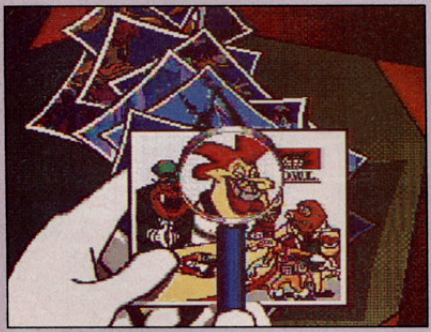
We can't keep this under our cape: Just like his cartoon shows, we decided to carry on the spirit of repeats by reprinting the Darkwing Duck ProReview that appeared in our January '92 issue. TTI promises us that the game will be out in December of '92. Here's a little something to refresh your memory in the meantime.

By The Missing Link

Something smells foul in St. Canard. A fiendish fivesome, who call themselves "F.O.W.L.," have slashed a valuable painting and hidden the pieces all over the city. This masterpiece abuse has something to do with an ultimate weapon. If Darkwing Duck doesn't recover the stolen painting, his goose is cooked!



PROTIP: Hint: Does the Mona-Duckette mean anything to you? Think about it when you're trying to piece together the sliding-puzzle.



The gang's all here!

Criminals of a Feather

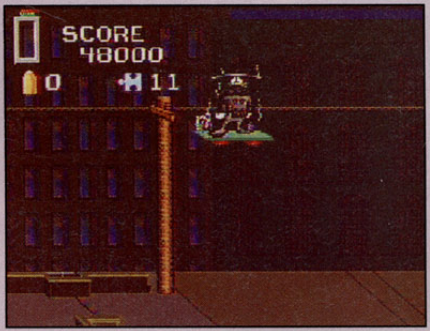
This TurboGrafx-16 duck hunt takes Darkwing through five short, vertically- and horizontally-scrolling missions. The task at "wing" is to gather up the pieces of the painting and give the leading members of F.O.W.L. (Steel Beak, Moliarty, Tuskernini, Megavolt, and Ratcatcher) and their cohorts a good thrashing. Conquer one of the F.O.W.L. fowlies and DD enters a puzzle sequence. Once inside the puzzle, he tries to fit the newfound pieces together by sliding them around inside a frame.

Although the F.O.W.L. goons are menacing in a goofy, Disney sort of way, in an "eggshell," their bark is far worse than their bite. It's a given that they'll take a few notches off your life meter, but they're not so rough-and-tumble that your thumbs start sweating. To restore his life meter, DD only needs to grab eggs he finds along the way.

Great Graphics, Flighty Game Play

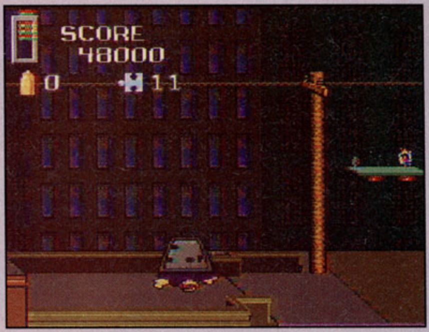
The graphics and sound are both razor sharp, much like DD's popular Disney cartoon. The game, however, can be methodical. If you're a gamester in a hurry, you'd better look elsewhere.

DD gets the Clark Gable debonair award for his stylish threads. Sporty? No doubt! However, there are moments when you'd gladly chuck in the glad rags for one pair of working wings! DD's no flyboy and that takes its toll. What Darkwing can do is jump, duck, and shoot his Gas Gun with ease.



PROTIP: Don't stay atop the electrically charged platforms too long, or you'll risk becoming a charcoaled duck.

The obstacle courses in each Mission, which DD must go up, over, and through, are likely to bust your brain cells. There's a sizeable number of floating platforms and feather-raising jumps, from one tiny ledge to another. These require very meticulous timing. Slip up a wee bit and Darkwing eats dirt.



PROTIP: Some jumps between platforms are tricky. The best approach is to get as close to the edge as possible and jump early.

PROTIP: There's a time limit. If you need time to contemplate your plan of action, hit the Pause button. If you don't and you wait too long, an anvil comes crashing down and flattens DD into a "quacker."

Quack Attack

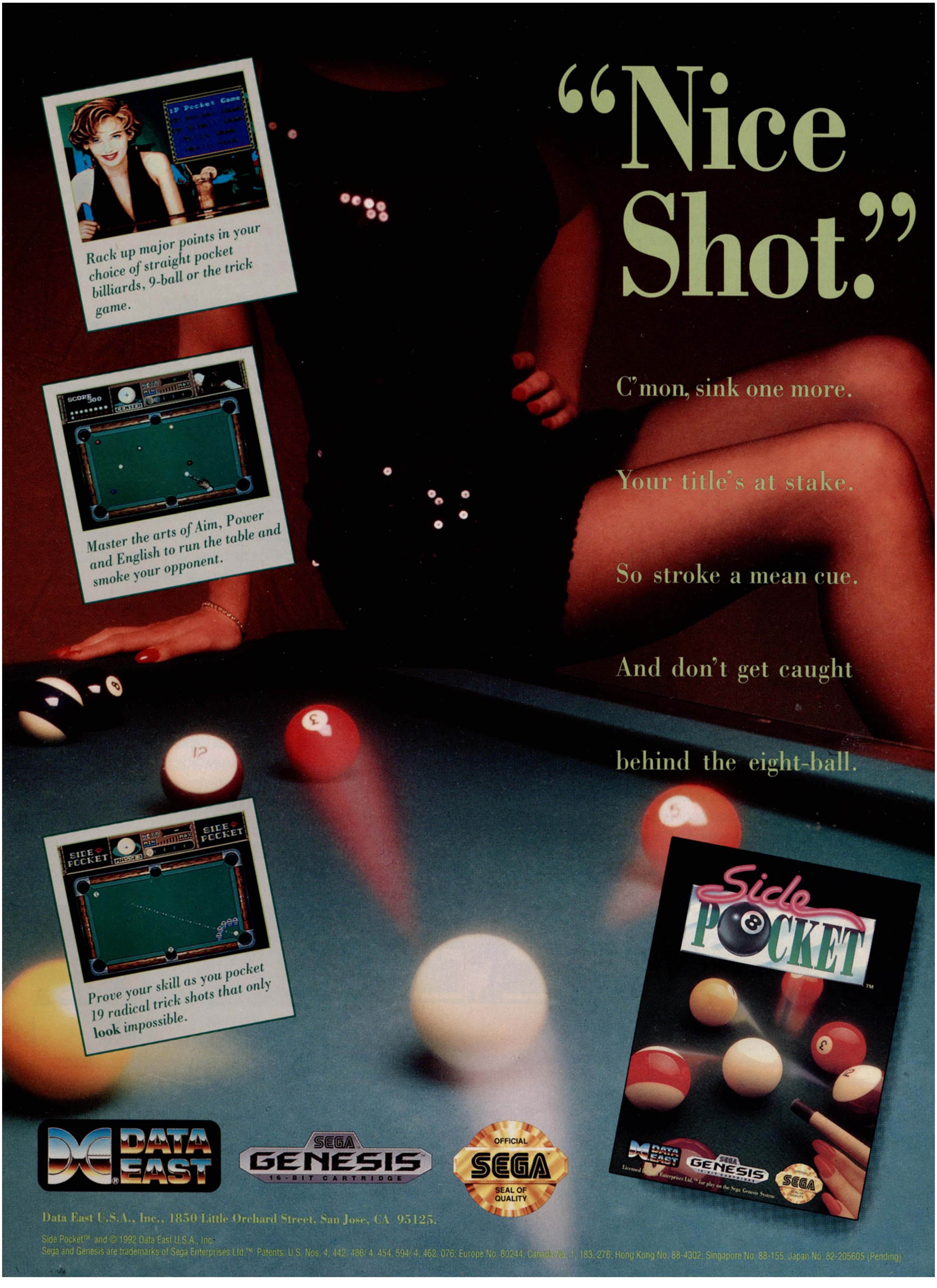
Darkwing Duck's a grand translation of this very cool Disney character. DD's a looker with smooth moves. In the Minor Gripe Department, this isn't the speediest of action carts. DD's more of a take-a-chance adventure. Much of the time, you don't quite know where you're going to land when you leap, but you gotta' go for it anyway. Overall, you wouldn't go wrong winging it with Darkwing Duck.

Darkwing Duck by Turbo Technologies, Inc.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.0	3.0	INT. Intermediate

Price not available
4 megs
Available December '92

Action/Adventure
One Player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C'mon, sink one more.

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And don't get caught

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TURBOGRAFX-CD
PRO REVIEW

Lords of the Rising Sun

By Brother Buzz

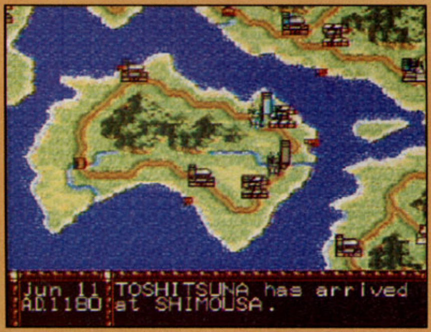
In feudal Japan, the Minamoto brothers are out for blood ! The Kiyomori clan is responsible for their father's demise. That means revenge or death—by any means necessary.

Lords of the Rising Sun for the TurboGrafx CD-ROM is an intriguing strategy/warfare game with thumb-burning, do-or-die arcade action. However, this well-done conversion from a popular PC game features a massive environment that takes epic time to conquer.

The Minamotos are out for revenge!

Here Comes the Rising Sun

The bulk of the game play in this complex military strategy game takes place on a map of Twelfth Century Japan. You can play as either Minamoto brother or the head of the Kiyomoris. Either way, you plan attacks and political takeovers on a major scale. You send your armies to various Castles, Monasteries, Cities, and Ports. Move several armies simultaneously or combine them into one. But don't dawdle, because your enemies are on the move, too!



Jun 11 TOSHITSUNA has arrived
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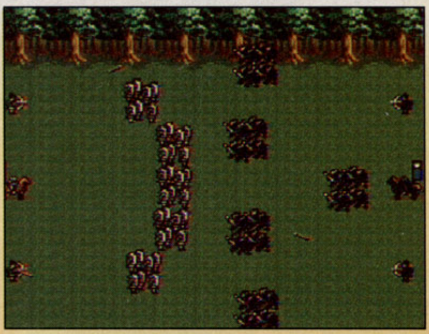
Feudal Japan: a slow place to visit.

Winning clashes between armies is the key to victory. The battles take place in 3/4 side-view action.

Consisting of two archer units, five foot soldier units, and a general, you select action for each individual unit, such as Forward, Retreat, or Spray Arrows. Then you set the battle into motion. Stop anytime to issue new orders.

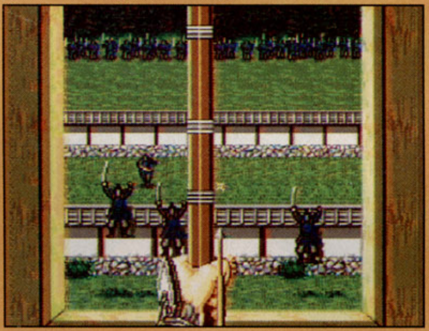


PROTIP: Victory is no mystery: inferior forces never beat superior forces.

PROTIP: To replenish your army, you must Enter your Castle.

If you like to fight dirty, you can send out Ninja assassins to off your enemies. However, should your Ninjas fail, the game forces you to commit seppuku-kill yourself in the traditional Japanese manner. Death is a downer, but you also lose your saved game!

The varietal arcade sequences are tightly woven into the framework of the game. They feature great action and awesome graphics. Attack Castle is a 3/4 overhead-view hack 'n' slash sequence. Horseback Pursuit is a side-view, horizontally-scrolling chase after a fleeing enemy general. Defense is a first-person view, bow-and-arrow shootout. Attack is a first-person sword fight versus Ninjas.



PROTIP: In Defense, aim at the base of any wall and unleash your arrow as the enemies' heads pop up above it. You don't have to get them all.

PROTIP: Since Attack Castle has a time limit, try to avoid fights. Concentrate on finding the HQ.

Lords Have Mercy!

Lords rises and sets. The graphics, particularly the story stills and the arcade sequence screens, are good. The excellent sound features catchy Japanese-style rock and the digitized voices of real actors.

The time consuming controls and interface for the map screen might make Lords a pain for you. Armies travel very slowly, and the information window slows them down even more. Its constant updates on the movements of every army in the game make your already pokey moving armies halt temporarily.

PROTIP: Speed up map screen messages by pressing Button I.

Revenge Is Sweet

Despite the sometimes clunky strategy map interface, Lords is top-notch. Just like studying history or learning another language (such as Japanese), this game takes time, but the rewards are worth the effort. If you've got patience and a yen for epic strategy, Lords of the Rising Sun shines.

Lords of the Rising Sun
by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	3.5	4.0	EXP. Expert

Price not available
Available now
Strategy

One Player
Save Feature

WIN! The Ultimate Gaming Rig!!

PANDEMONIUM
INCORPORATED

OVER $18,000.00 IN PRIZES!

SCORE 00064701
GENESIS
16-BIT
NEO GEO
Infinity

You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES, Sega Genesis and TurboGrafx-16. Get all four or trade the ones you don't want for CA$H! Bonus options include: 33″ monitor, $1,000 in games, cash, accessories and more!

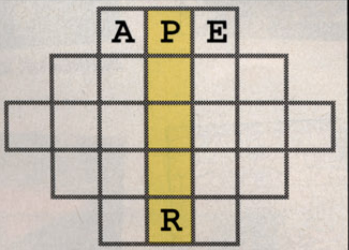
Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid



WORD LIST

QUEST
ONE
INVADER
NINJA
FIT
SUM
TURBO
THUNDER
FOR
MICRO
DREAM
GET
MUTANTS
CHASE
APE
HAT
STORM
CRAWLER
ASK
RANGE
WINGS
ART
INDIANA
TOWER
ACE

MYSTERY WORD CLUE: World rulers have it, it comes out of an outlet and in this contest *you* have it!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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Address ____________________

City ____________ **State** ______ **Zip** ______

SEND CASH, M.O., OR CHECK TO:
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MINNEAPOLIS, MN 55426-0247

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TURBOGRAFX-CD PREVIEW

SHAPESHIFTER

By Toxic Tommy

In the Land of Krellion, springs bring forth dreams. Gentle rivers feed life into the land. The Wood Elves sing beautiful songs. Humans celebrate the Age of Light. It sounds like this place is in serious need of some excitement, and that's just what Turbo Technologies has in mind! ShapeShifter is a TurboDuo Super-CD-in-waiting, which features the top-notch programming work of ICOM Simulations ("Sherlock Holmes Consulting Detective").

Anybody Got a Light?

Krellion's Age of Light is about to be put out by three evil brothers called the Dark Ones. Their monster army is sweeping across the land, sliming and chomping everything and everyone in its path.

You will guide the hero, Lykos, through a side-view, multi-scrolling, hack 'n' slash marathon. Lykos is blonde, buffed, and bad, but he isn't your typical kick-and-stick glamor boy hero. He can acquire the power to change into four magical creatures: the Black Panther, the Psionic Shark, the Rock Troll, and the Gold Dragon.

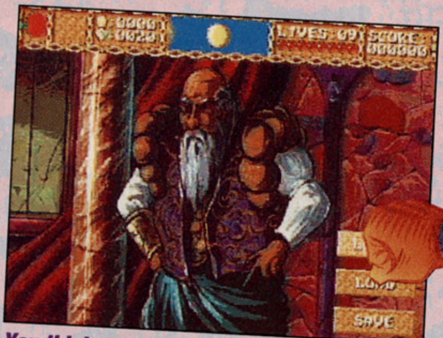
Like many epic fantasy quests, you'll explore mystic places above and below the ground. However, the game isn't organized into levels, so you'll be able to travel back and forth over the vast expanses of Krellion. Be prepared to encounter fantastic races!

The SuperCD will strut its stuff with sparkling graphics and great sounds. The graphics harken back to Legendary Axe, but they're much more colorful and detailed. Digitized voices enable the denizens of Krellion to truly project their own personalities.

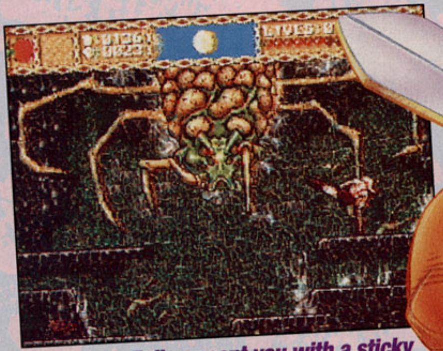
Getting into ShapeShifter

This CD looks like an action/adventure game that every hard-core video adventurer will want to play. ShapeShifter could be the shape of things to come.

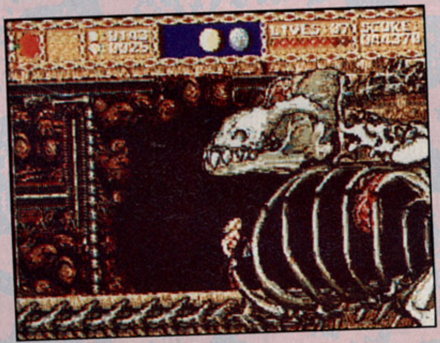
ShapeShifter by Turbo Technologies
Available October '92



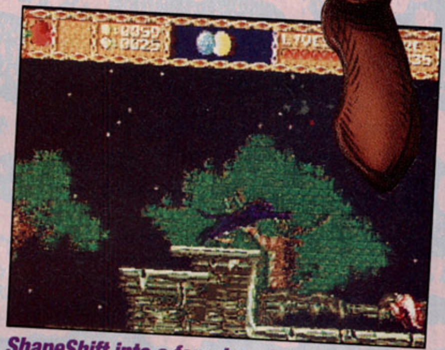
You think you've got problems? Wait until the beleaguered Chancellor of Krellion tells you his!



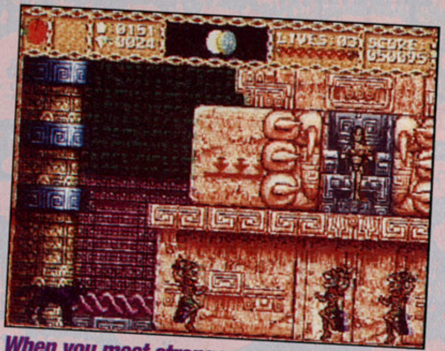
The Spider Folk present you with a sticky dilemma.



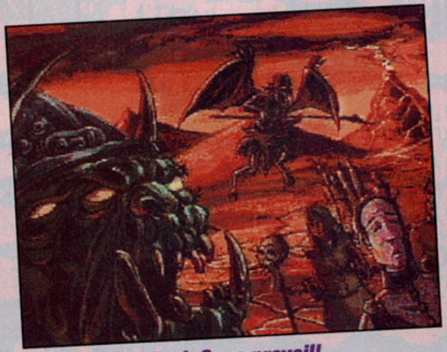
Help Lykos get a head.



ShapeShift into a ferocious Black Panther.



When you meet strange new races, some shapes are better than others.



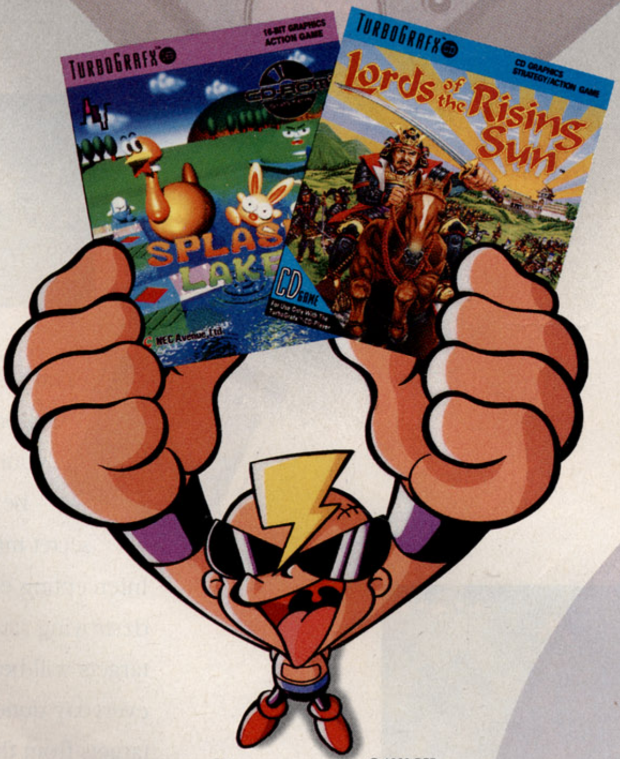
Fail, and the Dark Ones prevail!

TURBO 16 GRAFX ™

Mighty CD Power. Mini Price.

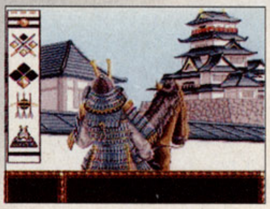
$149.99

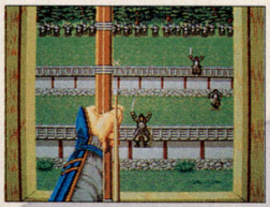
Enter the next dimension of gaming reality with CD graphics so rich, levels of play so challenging, sound so full, and action so realistic, you'll never look at video games the same way again. The TurboGrafx Compact Disc player attaches to the TurboGrafx-16 System to run game CD's as well as music discs. It's also compatible with the CDG's (CD + graphics) available in record stores. Once you've got it, test drive your new Compact Disc player on two equally incredible CD software titles.

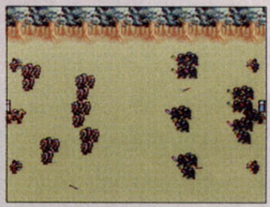


™ © 1992 RED

Lords of the Rising Sun.





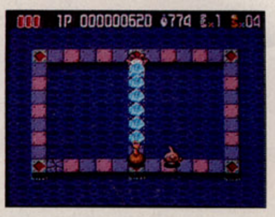


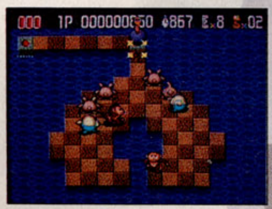
12th Century Japan.

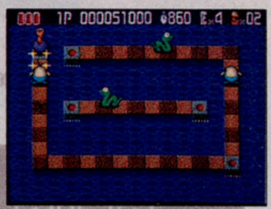
As one of three Samurai generals feuding for the Emporer's throne, you must be wary of the devious machinations of your ruthless rivals. Make and break alliances while you whip your troops into invincible archers and fencers.

Storm castles or defend your own. Impale ninja assassins on your trusty sword. The CD action and graphics are so vivid in this ultimate role-playing game, that you can practically taste the victory.

But one final word of warning, Lord and master. This is a treacherous world of secret enemies and hidden blades. And it is easy to loose your head!







Holy Halibut! Who would've thought being a cartoon character could be this dangerous? You're Ozzie the Ostrich and if you don't peck the bridges out from under your cute but deadly little enemies, they'll cheerfully send you to the bottom of Splash Lake.

SPLASH LAKE But don't let its apparent simplicity fool you. CD technology makes the more advanced levels of this game of skill and strategy challenging enough for your friendly neighborhood rocket scientist. Happy pecking!

T.T.i ™
Turbo Technologies, Inc.

Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

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TURBOGRAFX CD

TURBOGRAFX 16

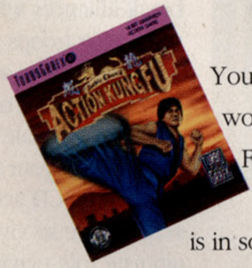
You can stop
16-bit system

the bit to get your hands on the

Because at $69.99, the Turbo

now. What kind of fast -action

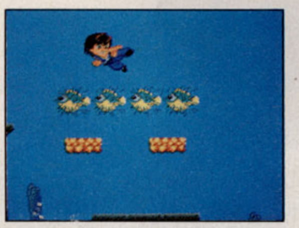
technology? Check out Falcon 3.0 and Jackie



You're Jackie Chan, world famous Kung-Fu star. And your damsel, Josephine, is in some serious distress. After training under your master, fight your way past your enemies with spinning kicks and powerful energy pulses. But if you fail, your enemy will have Josephine, and you'll look like a real Fu.

TurboGrafx
FALCON

You're an ace F-16 Falcon fighter pilot. At your briefing, you'll be given your secret mission. Intercepting enemy aircraft or destroying strategic ground targets will become your everyday duties. Engage your targets from the realistic, first-person perspective of your cockpit. If you complete your missions, you'll be on cloud nine. If you fail, you'll be scattered all over cloud nine, eight, thirty-seven, twenty-six, seventeen...



TURBO 16 GRAFX ™

Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys,

T·T·i™
Turbo Technologies, Inc.

waiting. The TurboGrafx is only $69.99.

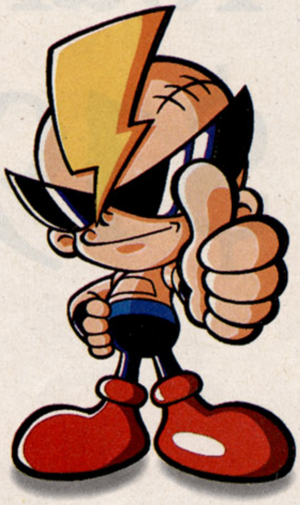
If you've been chomping at

TurboGrafx 16-bit gaming intensity, you can stop chomping.

Grafx-16 has never been more affordable than right

gaming power can you expect from TurboChip

Chan's Action Kung Fu. And let the games begin!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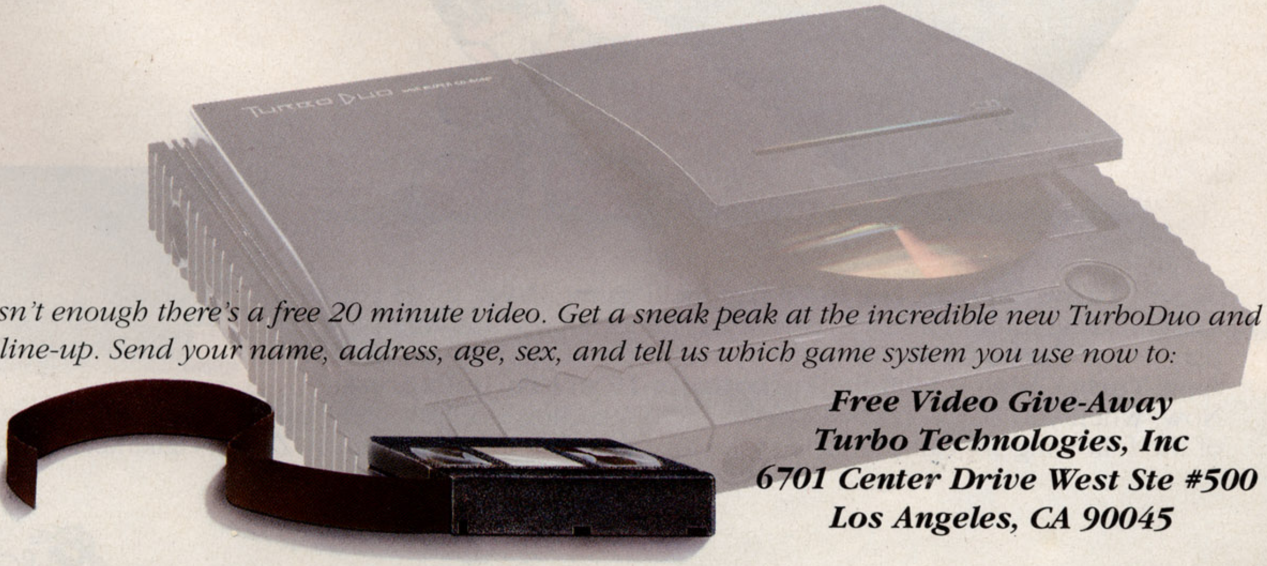
TM

CONGRATULATIONS!
YOU GOT THE ENEMY BOMBERS
AND GOT HOME WITH NO DAMAGE.

TURBOGRAFX
16-BIT GRAPHICS ROLE-PLAYING GAME
Neutopia II
HUDSON SOFT
TURBO GRAFX

TURBOGRAFX
16-BIT GRAPHICS ACTION GAME
NEW ADVENTURE ISLAND
HUDSON SOFT
TURBO GRAFX

Coming Soon!



As if all this wasn't enough there's a free 20 minute video. Get a sneak peak at the incredible new TurboDuo and software line-up. Send your name, address, age, sex, and tell us which game system you use now to:

Free Video Give-Away
Turbo Technologies, Inc
6701 Center Drive West Ste #500
Los Angeles, CA 90045

Software Etc., Walden software and through Sears Catalog.

TURBO 16 GRAFX ™

TurboExpress Yourself for $199.99

ALIEN CRUSH
TURBO GRAFX
Express
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Run
TM
©1992 RED
VICTORY RUN
PAC-LAND
ALIEN CRUSH
FANTASY ZONE
VIGILANTE
POWER GOLF

TurboExpress, our 16-bit handheld game player, gives you the same killer graphics, brilliant color, six-channel sound, and intense game play as the **Turbo Grafx-16** home system. Best of all, you can use the same **TurboChip** on both the **TurboGrafx-16** and **TurboExpress.** Now, when you buy a **TurboExpress**, get your choice of four great games free. Choose any four of the following six games: Pacland, Victory Run, Alien Crush, Fantasy Zone, Vigilante, Power Golf.

T·T·i ™
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Coupons for these free games are available at your nearest store.

Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

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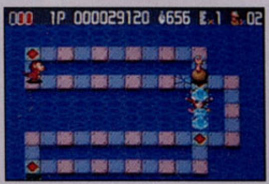
SPECIAL FEATURE!

The TurboTech Lineup

Along with the expected release of the TurboDuo, good news has arrived for all loyal Turbots. The game company that's Number Three in overall sales in the States is holding strong as Number Two in Japan. Mo' money means mo' games are being developed overseas. This year and in '93, Americans will have a crack at some of the best of the Japanese games, as well as some hot homegrown titles. Here's a sneak peek at what's new and what's on its way.

TurboDuo-CD

Splash Lake



(by NEC Avenue)

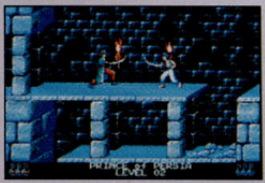
In this addictive puzzler, you play Ozzie, a strong-beaked Ostrich. Ozzie's goal is to sink colorful enemy animals into Splash Lake by taking a crack at pieces of a bridge. If your beak holds out, you can advance through several levels of bridge-busting fun. *(Available now)*

Shadow of the Beast

(by Psygnosis)

Play the beast in this action/adventure game. You're a manimal on a mission. *(See Overseas ProSpects, GamePro, July '92. Available November '92)*

Prince of Persia

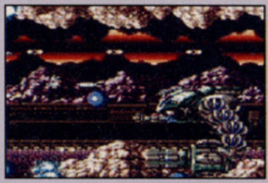


While the King of Persia is away, the surrogate ruler, Jaffar, plans to play by marrying the princess without the King's consent. In this action/adventure affair, you play an outsider, who falls in love with the princess and winds up in a dungeon maze. You must escape and rescue the princess before it's too late. *(Available October '92)*

Dragon Slayer

This role-playing game puts you in the heavy metal shoes of Prince Logan of Isrenasa. Your father, the gentle King Corwin, was killed by a surprise night attack. Baron Drax assumed the throne and led the kingdom into a dark and desolate age. Now you plan to take your rightful place as the true heir to the throne and avenge your father's death. *(Available November '92)*

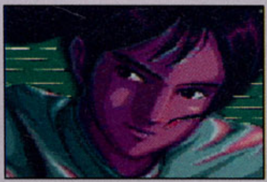
Gate of Thunder



Space out with this turbo shooter for the TurboDuo. *(See the ProReview, GamePro, July '92. Available November '92)*

Lords of the Rising Sun

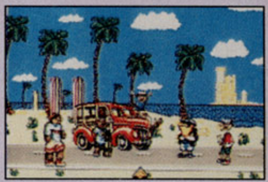
(by Victor Musical)



Lords is an RPG featuring military strategy and political intrigue in feudal Japan. *(See the ProReview in this issue. Available Fall '92)*

Camp California

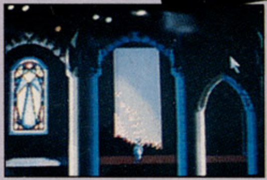
(by ICOM)



Groove to the tunes of the Beach Boys while your gnarly pack of friends jumps into the Woody and cruises around the coast. The object of this side-scrolling action/adventure game is to keep the beaches clean so everyone can enjoy the rad surf without dirty turf. *(Available Fall '92)*

Loom

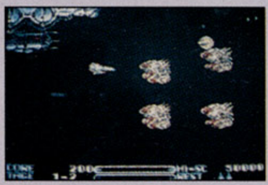
(by LucasArts)



As Bobbin Threadbare, you live in the ancient City of Weavers. You must save the Weaver's Guild and restore the very fabric of reality by collecting puzzle pieces and solving musical brainteasers. *(Available December '92)*

Rayxanber 3

(by Data West)



One of the first SuperCD shooters, this outer space blast-o-thon promises to sport killer graphics and amazing sound. *(Available December '92)*

TurboGrafx-CD

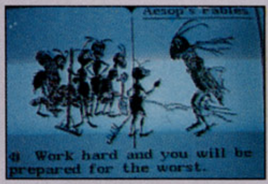
Cosmic Fantasy 2

(by Working Designs)

This massive RPG with fine animated graphics is truly cosmic. *(See Overseas ProSpects, GamePro, May '92. Available Fall '92)*

Discis Books

(by Discis)



Aesop's Fables

Work hard and you will be prepared for the worst.

This is the first in a series of educational and entertaining Turbo tomes for kids. Aesop's Fables teaches proper pronunciation while telling a classic story. *(Available Fall '92)*

Continued on Page 106.

SPECIAL FEATURE!

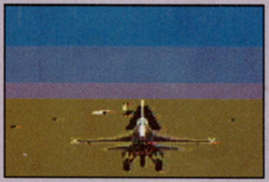
The Turbo Tech Lineup

Continued from Page 105.

TurboChip

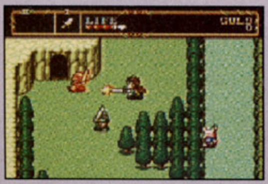
Falcon

(by Spectrum Holobyte)



Here's an F-16 flight simulator that doesn't skimp on the flying or the combat. *(See the Pro Review, GamePro, August '92. Available now)*

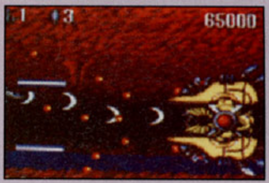
Neutopia 2



In Neutopia, all forms of life lived together in harmony until Dirth, the Emperor of Darkness, rose to power and created a truly awful day in paradise. The Neutopians fled underground. It's up to you to rescue them and, eventually, fight face-to-face with Dirth in this action/RPG. *(Available August '92)*

Dead Moon

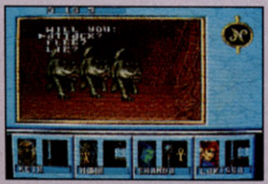
(by Natsume)



In the deep reaches of space, robot probes report the emergence of a new comet. It's actually an alien spacecraft disguised as a comet that's heading straight for Earth! In this shooter, it's up to you to destroy the alien spacecraft before it reaches our world. *(Available September '92)*

Order of the Griffon

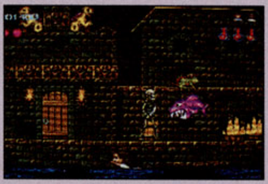
(by SSI)



If you're a D&D fan or always wanted to be, this one's for you. Based on the incredibly popular role-playing game, this 'Chip creates an interactive fantasy RPG environment with lots of cool rooms and monsters. To make up your party, choose four characters from 21 pregenerated D&D adventurers. *(Available September '92)*

Ghost Manor

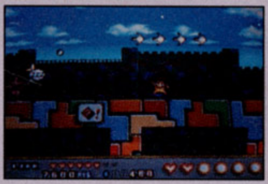
(by ICOM)



Don't get spooked! As Arthur, the town hero, you must save your peaceful village from an army of undead soldiers. Cross your fingers as you enter Ghost Manor, the gateway to the underworld. You must fight demons in a dungeon and through an underground village with fiery caves. Sound scary? Perhaps you should play this action game with a friend. *(Available October '92)*

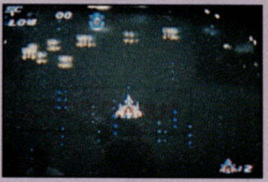
Magical Chase

(by Pal Soft)



In this single-player, horizontally-scrolling, shooting game, you play Puril, an apprentice witch. Breaking a promise to your mentor, you've opened the book of the Sleeping Warlocks. Now it's rampage or ribbit time! If you don't catch the six warlocks you've freed, you'll be transformed into a slimy frog! *(Available November '92)*

Soldier Blade



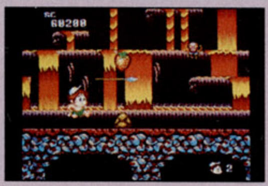
The sequel to a popular shooter, this game includes more power-ups and cleaner graphics than its predecessor. *(Available Fall '92)*

Syubibinman 2

(by NCS)

The name may change, but the game remains the same. In this two-player shooter, you and a friend play two teenagers who survive a mysterious accident at a local power plant. Guess what? Now you have special powers! Use them to save a friend, Le Docteur, who has been kidnapped by alien beings. *(Available December '92)*

New Adventure Island

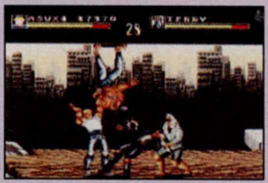


The kingdom of Adventure Island is in an uproar because the evil Baron Bronsky has kidnapped Tina (Ms. Island) to marry her. As Master Higgins, you must skateboard and bounce your way past island dangers, rescue your fiancé Tina, and save six children who Bronsky has also kidnapped. *(Available September'92)*

Coming in '93

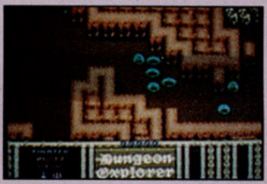
TurboDuo CD

Riot City



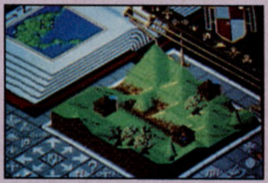
In this two-player fighting game, you'll use your street fighting techniques to beat up bad dudes, thugs, and hooligans who are messin' with your 'hood. *(Available February '93)*

Dungeon Explorer 2



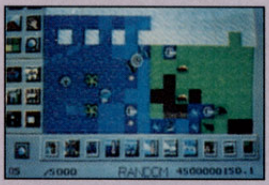
This is an action RPG where up to five players can assume characters and attempt to defeat the evil King Blade. *(Available Winter '93)*

Populous, the Promised Land



You are the supreme being in control of the world. How will you lead it? *(Available Winter '93)*

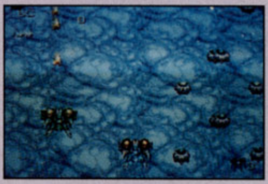
Sim Earth



A big hit on the PC, this simulation game gives you control of the Earth's environment and evolution. *(Available Winter '93)*

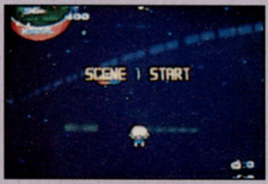
Spriggan

(by Naxat)



This is an all-out awesome shooter you don't want to miss. *(See Overseas Prospects, GamePro, December '91. Available March '93)*

Fantasy Star Soldier


SCENE 1 START

This shooter will share characters with Super Star Soldier and Bomberman! *(Available Spring '93)*

SPECIAL FEATURE!

The Turbo Tech Lineup

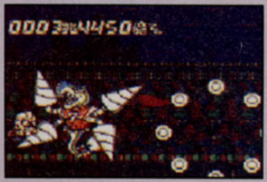
TurboGrafx CD

Buster Brothers

A great adaptation of the arcade hit, Buster Brothers is a cool puzzler/shooter that takes you to exciting locations around the world. *(Available January '93)*

TurboChip

Bonk's Thunder Shooting

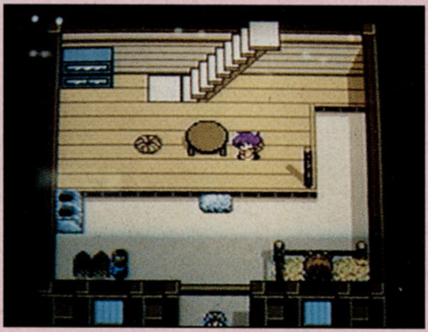


This name isn't etched in stone. In fact, Bonk has left the Stone Age. The much anticipated third installment in the Bonk series stars Cyborg Bonk. He melds with other characters to shoot with a variety of weapons. *(Available Winter '93)*

TBA: Release dates to be announced

TurboDuo CD

Far East of Eden 2

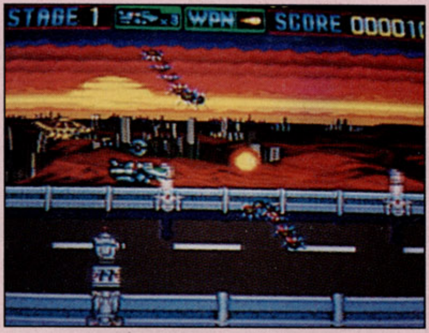


Human Sports Festival *(by Human)*

Terraforming *(by Right Staf)*

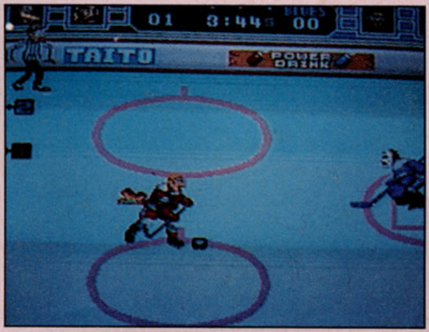
TurboGrafx CD

Download 2 *(by NEC Avenue)*

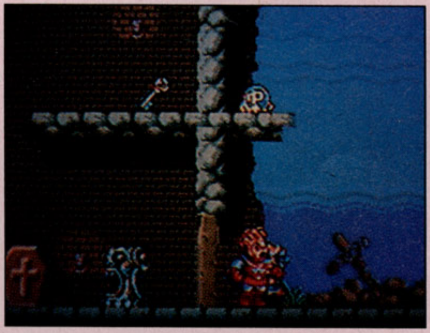

STAGE 1
WPN
SCORE 00001

TurboChip

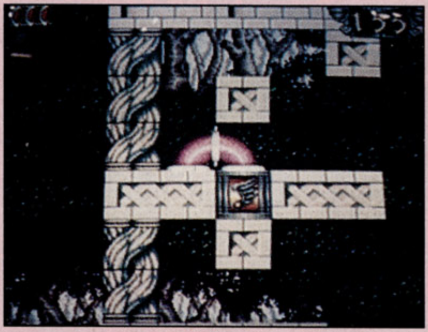
Hit the Ice *(by Taito)*


TAITO
POWER DRINK

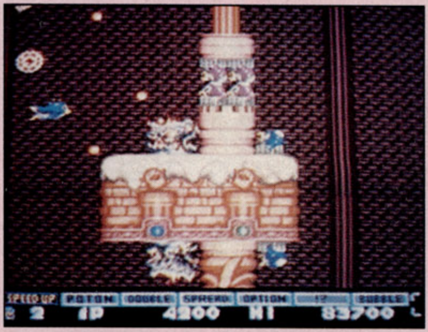
Legend of Hero Tonma *(by Irem)*



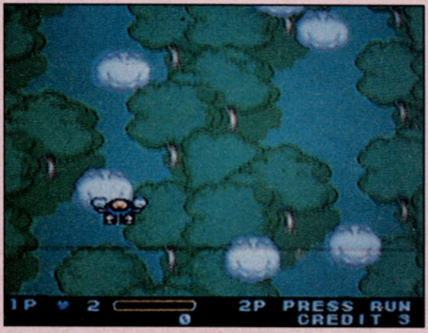
Mesopotamia *(by Altus)*



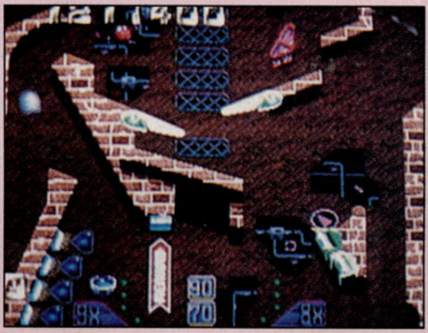
Parodius *(by Konami)*


1P 4200 HI 83700

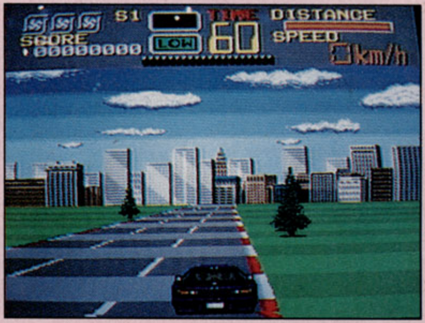
Twinbee *(by Konami)*


1P 2
2P PRESS RUN
CREDIT 3

Time Cruise *(by Face)*



Taito Chase HQ *(by Taito)*


SCORE 00000000
TIME 60
LOW
DISTANCE
SPEED 0km/h

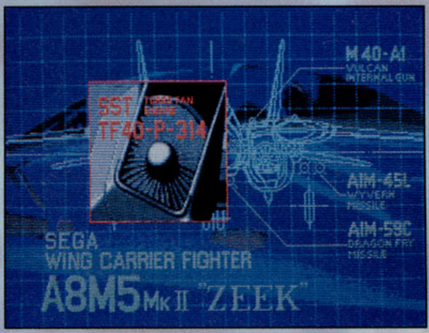
OVERSEAS ProSpects

G-LOC

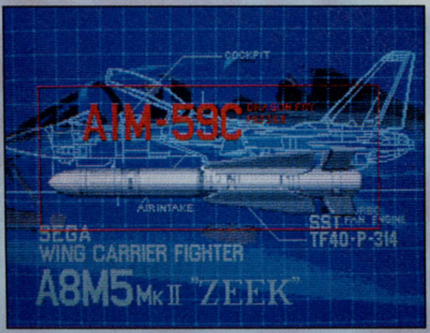
By Dr. Dave

G-LOC blazed a firey trail across the arcade skies in Japan and the U.S. Then it flew straight into the Game Gear, bypassing the MegaDrive completely. Now this awesome shooter is about to make a return flight to the 16-bit system. The coin-op featured fairly simple game play, but came back with outrageous scaling, rotation, color, and sound. The preliminary versions of this 8-meg cart look like G-LOC MegaDrive will push the MD graphics capability to its limit.

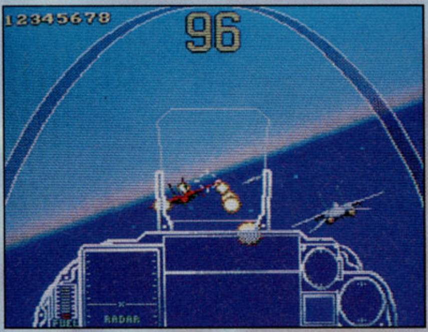
You fly against the land, sea, and air forces of an evil army, and that's about all you need to know. The behind-the-jet view of the combat looks crystal clear–the better to see the enemy hardware that comes hurtling at you from all directions! The terrain looks sharp, if familiar, but there are some slick stills and equipment screens to spice up the graphic action.



Pick your engines...



...and your weapons.



Enemies attack from all directions!

The controls are precise and tight. You have ready access to a formidable array of missiles and guns. You can pull heavy-duty moves, such as afterburner loops. But watch out, G-LOC in jet pilot's lingo translates to "Loss of Consciousness Due to Gravity!"

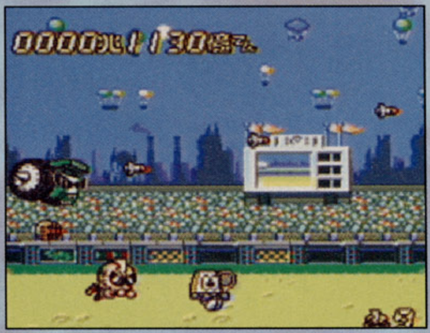
G-LOC for the MegaDrive is due to land in Japan soon. With luck, it will wing its way to the U.S. and the Genesis soon after.

BONK'S THUNDER SHOOTER

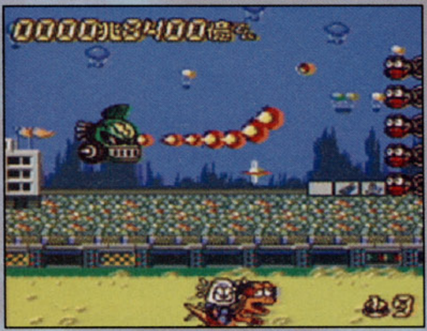
By Otter Matic

The name may be a crude momentary translation, but we're sure that those witty folks in the U.S. Turbo Technologies office will come up with an ultra cool title when this latest and arguably greatest game in the Bonk's series hits the States.

This time, our favorite prehistoric teenager has been transformed into a futuristic Bonky-borg with a new 'do and some cool shades to reduce interplanetary glare. In this third game of the series, Bonk stars in a shooter where he uses a unique talent to mix-it-up in outer space. He can merge with several other characters in the game and use their attributes to help him destroy the seemingly endless horde of enemies.



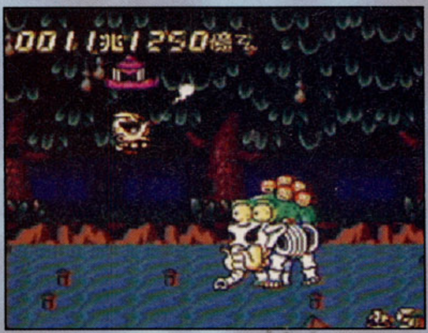
Bonk and his friend Power-Dump can play separately. . .



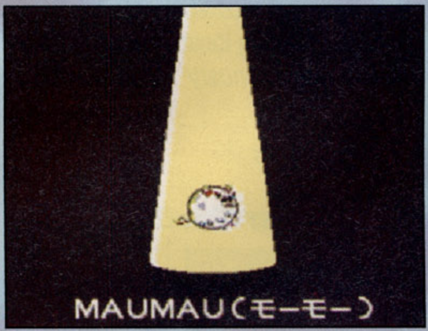
...or Bonk can combine with Dumpy for an all-out flaming fun time!

Shoot the Right Thing

You begin each round side-by-side with some of your combo/partners, a bizarre group of characters including Spike Ree, Bubbleition, Scud the Missile, Toe Joe, Astra, and Power Dump. Tap Select and Bonk genetically fuses himself with a partner to create a humorous, but formidable, Cy-Bonk.



Bonk can release a purple smart bomb and waste everything on-screen.



Mau Mau is just one of the characters you can combine with for an udderly awesome time!

Behind the Boss' Back

As in the first two Bonk games, the enemies and the bosses are pretty comical and cartoony. Yet, they're ominous enough to be challenging. Sometimes you'll think you've beat a boss, but it splits into two times the headache. Gathering power-ups gives you a hilarious arsenal of weapons, including chattering metal jaws and a neat-o ray gun.

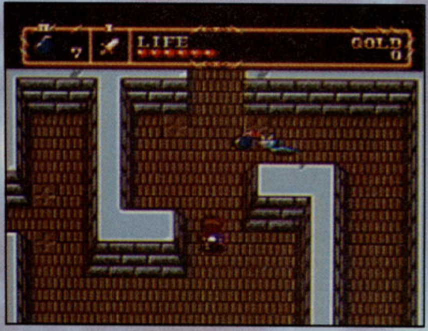
As far as evolution goes, it looks like Bonk is on an accelerated schedule. He's made the leap from Stone Age to Space Age. Who knows what lies ahead?

Neutopia II

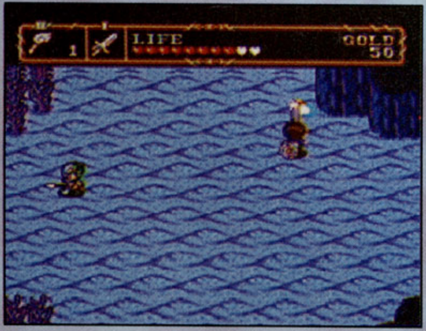
By Otter Matic

A land free from strife awaits you overseas. No, this isn't a commercial from the Japanese Board of Tourism. It's a look at Neutopia II – a solid, Zelda-esque RPG for the P.C. Engine.

The harmonious land of Neutopia has been overrun with evil monsters of all shapes and sizes. You play the heroic son of Jazeta, a character from Neutopia I. Your quest is threefold. You must fight the monsters, rescue your father from a labyrinth, and save the Neutopians who have fled underground. Eventually, you will come face-to-face with Dirth, the Emperor of Darkness.

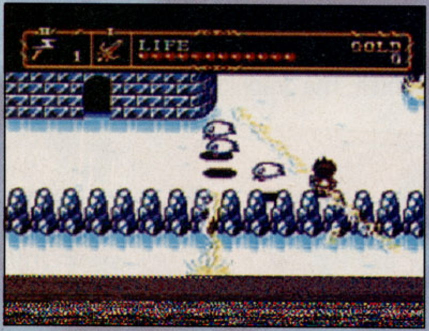


This Snake's fuse is short!



Your hero can even sword fight underwater!

The game play is pretty RPG basic. You can maneuver your little hero around the land. Along with a map, a menu displays a list of items to choose from. You gotta take clues from the Neutopians, and follow their instructions as best you can. To get really valuable clues, you must search out hidden passageways. Naturally, killing bad guys reveals weapons and healing potions.



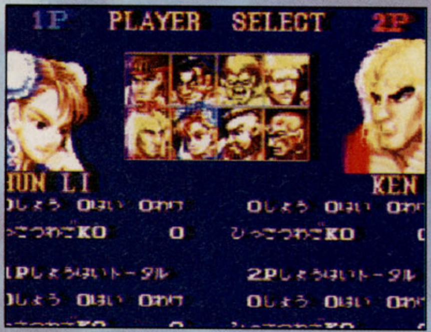
Chill the baddies out with a little electroshock therapy.

The Neutopian worlds are vast and diverse. You swim through underwater lands, skate across ice-cold frozen fields, creep through underground labyrinths, and hike in dense green forests. Neutopia is no utopia, but it's fun.

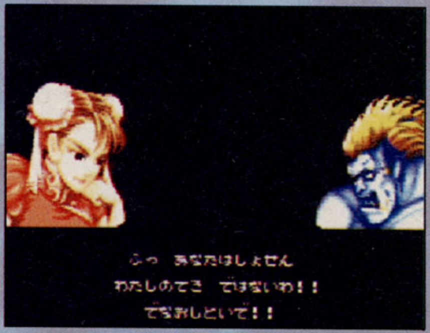
Street Fighter II

By Dr. Dave

The meanest, baddest beat-em-up (so far) hit the streets on the Super Famicom in Japan before coming to the U.S. That's right, Street Fighter II! In case you're wondering if you missed out on any action, don't worry. Super Famicom Street Fighter II is virtually identical to the SNES version.



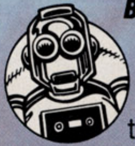
Street Fighter II (Japanese).



ふっ あなたはしょせん
わたしのてき ではないわ!!
でなおしといで!!

Translation: Chun Li beat Blanka.

SEGA GAMES Made in Japan

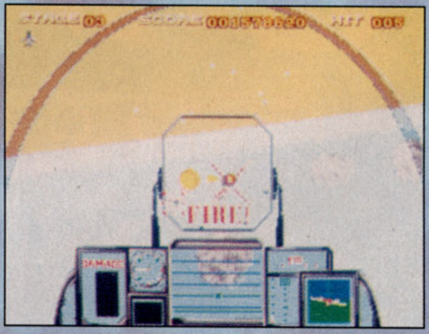


By Betamax Boy

As good as Sega's MegaDrive carts can be, the special features offered in the Mega CD can really put some fire into a game. Some of the CDs' original offerings were old Japanese PC titles, but the latest crop are a cut above. Here's a peek at some great games currently available, or soon to be released in Japan, that may show up over here.

Mega CDs on the Move

Wonder Dog is a howling CD by JVC. JVC is currently walking the Dog with its pricey Wondermega system in Japan (see GamePro, "Putting the Spin on CD-ROM Systems," July '92). As the name suggests, you play a feisty little hound with an attitude. You stomp and romp through a cartoony land of crazy creatures.



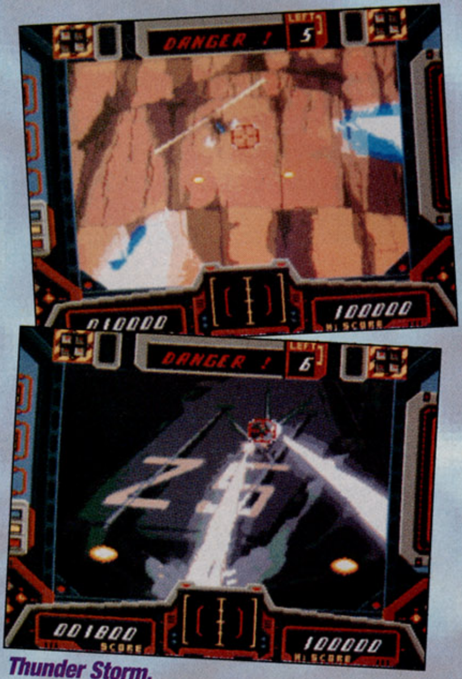
Afterburner III.

Taking off next is Afterburner III by CRI. CRI usually converts Sega arcade games to other video game systems and PC formats. Now Sega's allowed them to produce an original flight sim/shooter based on the Afterburner series.

00036585
00008050

Wonder Dog.

Wolf Team/Telenet is updating a little-seen, 1986, Data East laserdisc arcade game called Thunder Storm (Cobra Command in U.S. arcades) for the Mega CD. Your task is to destroy an invading enemy's base with your Huey Cobra attack chopper. U.S. coin-oppers will remember Cobra Command's radical animation and music. They're back, but with better game play and 25 minutes of spectacular animated video footage.



Thunder Storm.

Game Arts, which created the PC classic Thexder, is converting Sierra/Dynamix's futuristic Rise of the Dragon. The plot mirrors Blade Runner's, but with drug dealers instead of Androids as the bad guys. Game Arts also has Lunar – The Silver Star on the rise. This is a massive Phantasy Star-style RPG.

Compile has created a sequel, of sorts, to the great MegaDrive (and Genesis) shooter, MUSHA Aleste. It's called Nobunaga and the Ninja Force Aleste. It's a long title, but the game's hot! Your land's been invaded (again). You must take to the skies in a variety of cybernetic suits to defend it. The graphics are awesome!

城 1/ 2
町 11/ 22
塔 11/ 22
財力 222
魔力 222
G. 1234
MP. 5678
7:00
浅瀬
128006
ひろば
こうげき
ぶき
どうぐ
きょうかい
EXIT

▶どこへ　行きますか？

Dark Wizard.

Sega's own entry in the CD sweeps is Dark Wizard, a complex RPG. In much the usual style, you command a party of valiant adventurers. The massive environment, scoping soundtrack, and slick interface make Wizard a must see! It's voluminous volumes of Japanese text are being translated for the U.S. release even as you read this.

MegaDrive Carts Looking Smart

The old silicon medium hasn't been getting much press lately in lieu of the glitzy CD news. But no matter how cool CD is, most of us play carts. Here are some hot MegaDrive games.

Technosoft will push the MegaDrive to its limits with Thunder Force IV. This beautiful, 8-meg blast-a-thon will give you chills and thrills like all the TF's before it. You'll fly and fight far out hardware through swirling sandstorms, past majestic glaciers, and in-between jagged mountain peaks. Technosoft went all out on this one.

HP Mapeffect 10%
AP 21
DP 25
HP 150
EP 20
HP Mapeffect 20%
AP 64
DP 18
HP 150
EP 40
HP:0400 Lev. 2 Exp.

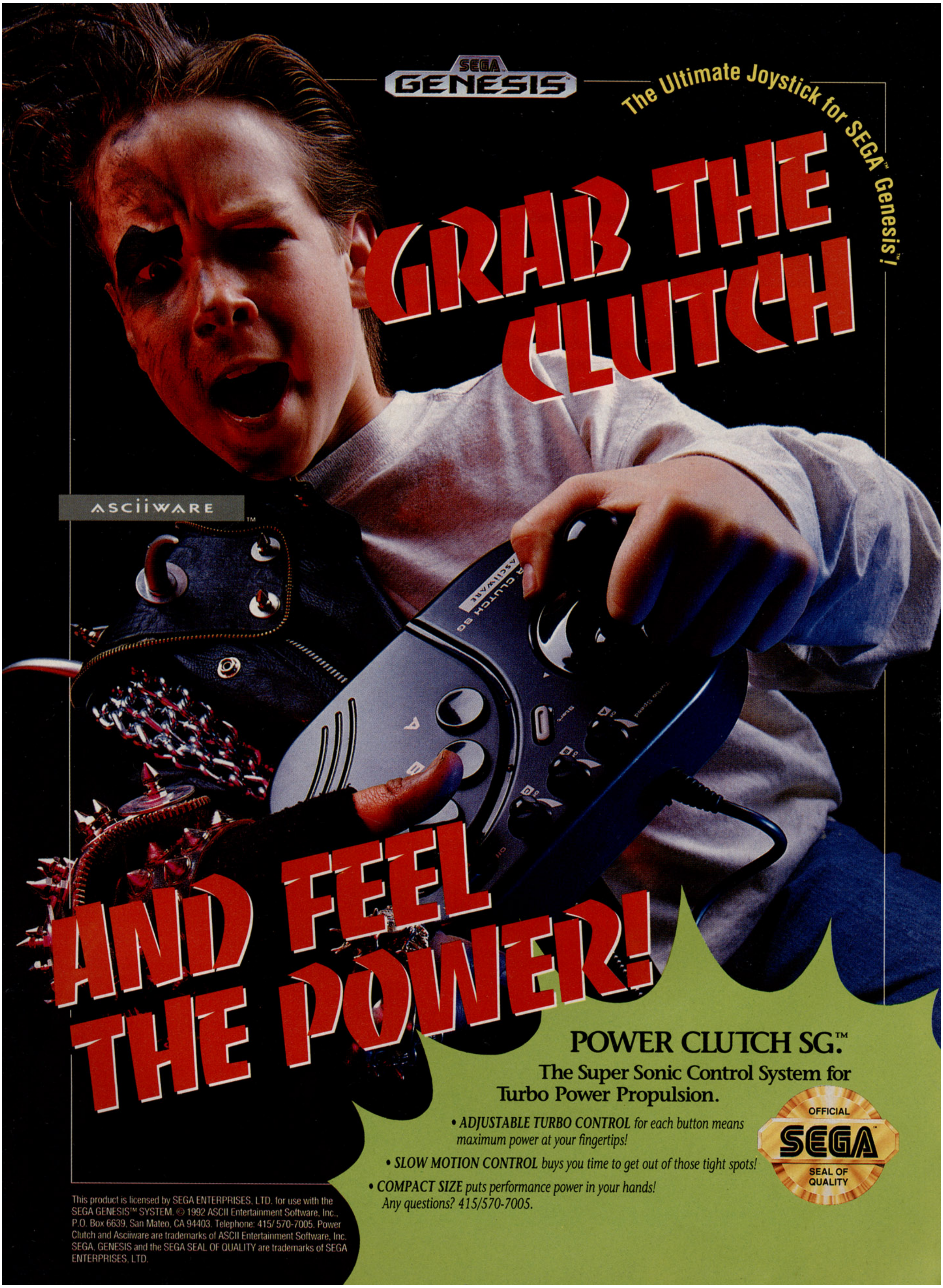
Vixen 357.

Koei keeps the complex RPGs coming! Gemfire, Uncharted Waters, and Romance of the Three Kingdoms II are almost in MegaDrive format. Gemfire is a hybrid of fantasy role-playing and military strategy. Uncharted Waters simulates historical, colonial exploration around the globe. Romance makes you use diplomacy, war, and sound economic management to reunite Second Century China.

Keep chasing after Chase H.Q. Taito has Chase H.Q. II for the MegaDrive. Like the other adrenalin-pumping versions, you'll drive your Porsche police car way past the speed limit on a chase to catch the bad guys. You ram 'em, shoot 'em, and arrest 'em.

Cars pack the roads in Japan. Maybe that's why Super Monaco GP II an awesome sequel to the 1990 classic, is knocking gamers out over there. This time, it's a full 8-megs with all new digitized backgrounds, enhanced engine and transmission options, and six battery-save positions. The road-racing is spectacular!

Sega's making waves across the waters. But don't worry, P.C. Engine and Super Famicom fans, there'll be something in Overseas ProSpects for you next month.


SEGA GENESIS
The Ultimate Joystick for SEGA™ Genesis!™
GRAB THE CLUTCH
ASCIIWARE™
AND FEEL THE POWER!
OFFICIAL SEGA SEAL OF QUALITY

POWER CLUTCH SG.™

The Super Sonic Control System for Turbo Power Propulsion.

- *ADJUSTABLE TURBO CONTROL for each button means maximum power at your fingertips!*
- *SLOW MOTION CONTROL buys you time to get out of those tight spots!*
- *COMPACT SIZE puts performance power in your hands! Any questions? 415/570-7005.*

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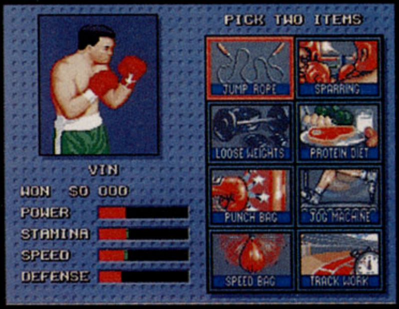
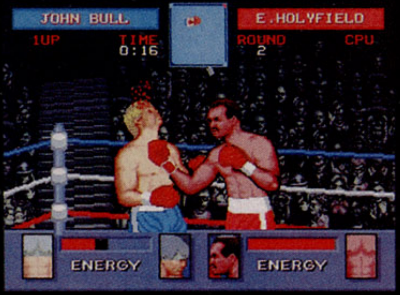
AND NOW A MESSAGE FROM EVANDER HOLYFIELD.

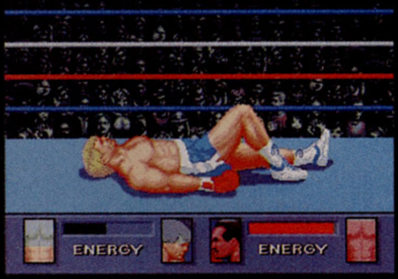

PICK TWO ITEMS
JUMP ROPE
SPARRING
LOOSE WEIGHTS
PROTEIN DIET
PUNCH BAG
JOG MACHINE
SPEED BAG
TRACK WORK
VIN
WON $0 000
POWER
STAMINA
SPEED
DEFENSE

Sweat's gonna fly. And blood's gonna flow. 'Cause this is no two-bit sports simulation. This is Evander Holyfield's "Real Deal" Boxing™—16-bit Sega™ Genesis™ realism right in your face.

Speed. Stamina. Power. Defense. You design your own boxer. Right down to his haircut. But you gotta be strategic. There are 28 hungry contenders itching to make you kiss canvas. Long before you get a shot at the champ.


JOHN BULL
1UP
TIME
0:16
E.HOLYFIELD
ROUND
2
CPU
ENERGY
ENERGY

You've got 360 degrees of freedom. So jab. Cross. Block. Uppercut and punch. The more you win, the more formidable you become.


ENERGY
ENERGY

Evander Holyfield's "Real Deal" Boxing. It's tough. It's bloody. It's The Real Deal. Get the message?

SEGA
GENESIS
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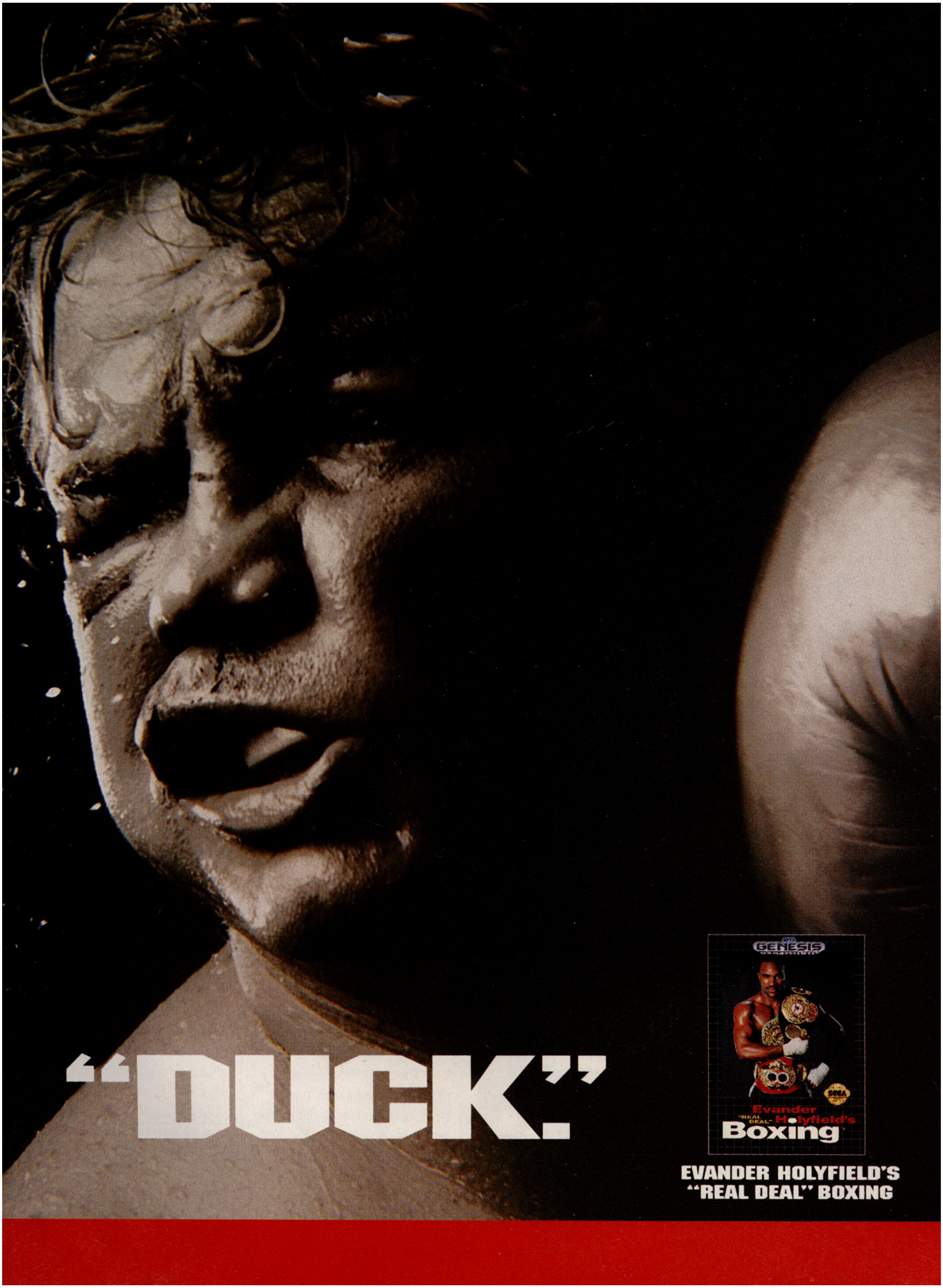

"DUCK."
GENESIS
Evander "REAL DEAL" Holyfield's Boxing
SEGA
EVANDER HOLYFIELD'S
"REAL DEAL" BOXING

Barcelona Dreamin'...

Team USA Basketball

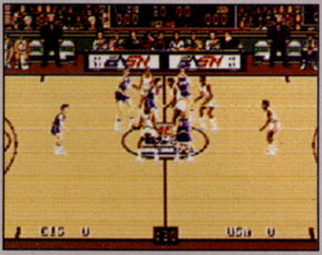
Genesis

By Slo Mo

Gold Medal or not, was there ever any doubt about which Olympic team fielded the best players in the world? Anyone who said "Yes" can go get fitted for a pair of soccer shoes right now!

International Style

Team USA Basketball by Electronic Arts is a top-notch, limited edition sports cart that recreates the basketball thrills of the '92 Summer Olympic Games. This fabulous simulation uses the same basketball engine as EA's excellent Bulls vs. Lakers (see GamePro, The Sports Pages, August '92).



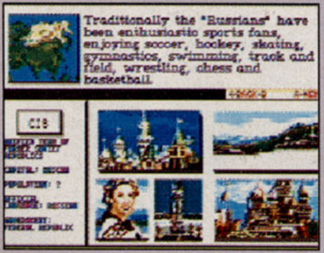
The Dream Team!

Naturally, the game features the likenesses and playing abilities (based on the NBA's '91 stats) of the players on the US Olympic b-ball team. The outrageous lineup deserves mention: Sir Charles Barkley, Larry Bird, Clyde Drexler, Patrick Ewing, Magic Johnson, Michael Jordan, Christian Laettner (the college guy), Karl Malone, Chris Mullins, Scottie Pippen, David Robinson, and John Stockton. Each player even has his own signature dunk!

You can choose Exhibition or Tournament modes. Two players can opt for Versus mode or team up in the totally fun Co-op mode.

Friendship First, Competition Second

In the spirit of international friendship, before each game the cart displays a nicely detailed geography lesson on each competing country, and the country's anthem plays in the background.



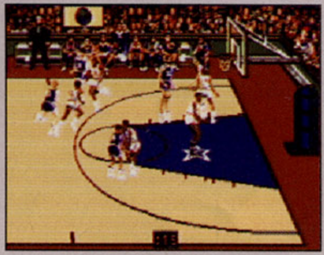
Traditionally the "Russians" have been enthusiastic sports fans, enjoying soccer, hockey, skating, gymnastics, swimming, track and field, wrestling, chess and basketball

This game has international flavor.

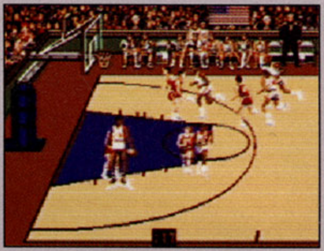
World Class Hoops

Your formidable (yes, formidable!) competition is 12 teams, plus Yugoslavia (which at one time was headed to the Olympics). The 12 Olympians are Angola, Australia, Canada, China, the Commonwealth of Independent States (formerly the U.S.S.R.), Croatia, France, Italy, Lithuania, the Netherlands, Slovenia, and Spain. Unlike their real-life counterparts, these international teams are no pushovers. You'll quickly discover that when the Angolan squad kicks your butt a few times.

These computer players can flat-out hoop! They play extremely tough D, and they scramble for the rebounds. It's nearly impossible to beat them one-on-one or pick them with a screen. Fast breaks are nonexistent. Most of your offense consists of jump shots.



PROTIP: On defense, you'd better learn to quickly clog the middle. The CPU always looks for the open man in the paint.



PROTIP: Take every open jumper. You're more likely to score when you're open than when someone's in your face.

PROTIP: Look for height mismatches, especially at center. Try to toss the ball down low to your big man.

The Controls are generally right on. You can pump, fake, drive, and occasionally slam a jam over your opponents. On D, a single button press enables you to instantly switch defenders. However, game play gets sticky at times. Sometimes it's tough to pick the player you're controlling out of the crowd, and positioning yourself for rebounds is a mystery.

PROTIP: Bombing away from a Three-point Land can quickly build up a lead, but don't try to do that for an entire game. Get Bird, Mullins, and Drexler into the game.

Medal-Winning Sights and Sounds

The graphics deserve a Silver Medal. On the court, the players are recognizable images of their real selves. The cool instant replay feature enables you to reverse a play frame by frame. The country info screens feature great picture postcard stills.

The sounds are Gold Medal caliber. The music's impressive, and the effects kick.

No Contest!

For diehard Genesis hoopsters, Team USA Basketball is a no-brainer. After all, if the All-ET team landed here in flying saucers, who would you pick to play them? Right. Carts are limited, so get 'em while they're hot.

Team USA Basketball by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	4.0	5.0	Adjustable

Price not available	Sports
8 megs	Two Player
Available August '92	Passwords

Jennifer Capriati Serves Up Tough

Jennifer Capriati Tennis

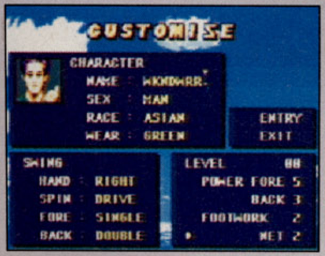
Genesis

By Weekend Warrior

At long last there's a tennis game for the Genesis! The good folks at Renovation haven't produced just any ol' tennis game either. Jennifer Capriati Tennis is a well-rounded, feature-laden, challenging cart, which ought to satisfy players of all rankings.

Play Your Game

Jennifer Capriati Tennis offers an abundance of options and features. Choose from 12 ranked men and women players, each with individual strengths, weaknesses, and playing styles. Jennifer's the number one seed, and she's the only real pro in the cart. You can also create up to four men and four women with your own specifications. Choose your players' name, race, clothing color, and stroke style. Moreover, you can make them right- or left- handed, and balance their power between speed, stroke, and net play.



CHARACTER
NAME : WKNDWRR.
SEX : MAN
RACE : ASIAN
WEAR : GREEN

ENTRY
EXIT

SWING
HAND : RIGHT
SPIN : DRIVE
FORE : SINGLE
BACK : DOUBLE

LEVEL 08
POWER FORE 5
BACK 3
FOOTWORK 2
NET 2

PROTIP: For the most responsive customized player, select attributes that reflect your own style of play.

PROTIP: Double-handed strokes have a limited shooting area, but they're faster than single-handed strokes.

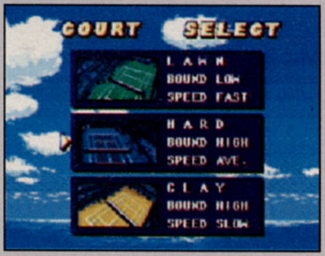
PROTIP: Don't neglect the Net Play category. It's crucial for champions!

Jennifer lets you play tennis any way you like it. Single players can challenge the computer, team up with the computer in doubles, or watch a computer vs. computer matchup between your selected players. Two players can challenge each other, team up for doubles against the computer, team up with a computer partner in doubles, or watch a totally computerized doubles match.

PROTIP: Computer doubles partners play according to their scouting reports, so prepare to cover for their weaknesses.

Volley for Serve

Play either an Exhibition game against the opponent of your choice or enter the Circuits Mode for the world championship. Circuit pits your player in a singles tournament against all other ranked players on your choice of Lawn, Hard, or Clay surfaces. You must win four tournaments – the Sydney, Paris, Florida, and London Opens. A password feature enables you to continue ongoing tournaments.



LAWN
BOUND LOW
SPEED FAST

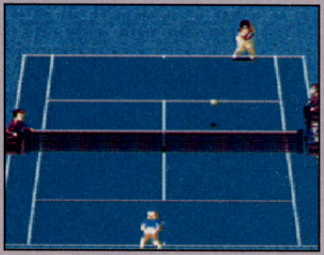
HARD
BOUND HIGH
SPEED AVE.

CLAY
BOUND HIGH
SPEED SLOW

PROTIP: Start on Hard Courts. The ball bounces higher and doesn't affect ball speed.

Jennifer Capriati Tennis offers an invaluable Training mode, in which tireless instructors practice a variety of shots with you until you get them right. Customize your training by dictating which direction you want the ball hit, the type of stroke used, your instructor's position, and the practice surface.

Practice diligently, because the computer is extremely tough. Even the lowest ranked players hit powerful baseline shots, are terrors at the net, and rally forever!



PROTIP: Start off by playing the #1 ranked man against the #12 ranked woman. Don't worry, she'll probably still beat you!

PROTIP: Track a ball by playing the position of its shadow instead of the ball itself.

Game, Set, and Match!

Jennifer Capriati is an excellent tennis game for any system. The graphics are bright and clear, especially the animation of the players and the tennis ball. The controls are easy to learn, and the on-screen action is extremely responsive. Digitized sound effects, including score announcing, add a nice touch of realism. Two-player game play is a lot of fun, and one-player games are mucho tough. Jennifer Capriati Tennis serves up aces!

Jennifer Capriati Tennis by Renovation

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	ADV. Advanced

$49.99
4 megs
Available September '92

Sports
Two Players
Password

Continued on page 116.

Amazing Tennis: A Racquet with a Sweet Spot

David Crane's Amazing Tennis

SNES

By Bubonic the Blowfrog

With features like incredible graphics and true-to-life sound, you'd expect David Crane's Amazing Tennis by Absolute to blow other tennis games off the court. Unfortunately, however, once you get past the amazing light and sound show, Amazing Tennis is amazingly shallow.

Love at First Sight

Amazing Tennis has impressive features. The graphics are fantastic. It uses a unique playing perspective, showing all game play from behind and slightly above one player. The character sprites are larger and more detailed than you'd expect from a sports cart. From the near court, you actually leave the ground on powerful serves. When you hit the ball crosscourt, your foot drags for balance.

The sound capabilities are outstanding. Digital samplings of an umpire's voice sound off realistically after every point. If you whack the ball hard enough, you'll hear it hit the chain link fence. If you hit your opponent squarely, he'll let out an "umph!"

Some of the game play is great. You can choose between four different strokes: a soft slice, a hard topspin, a lob, or a dropshot. With the joypad, you can also control the direction you hit the ball.

Foot Locker

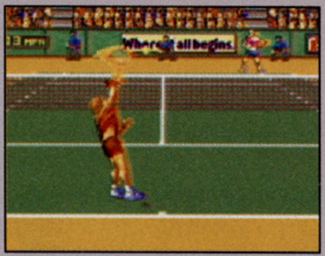
PROTIP: Throw your opponent's timing off with a lob shot.

Break Point

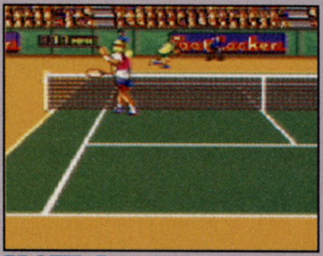
With all of this detail, it's hard to imagine that Amazing Tennis is anything but amazing. Unfortunately, the game skimps on game play.

After playing your first game on the near court, it seems as though you've netted a winning cart. However, once you change ends and play on the far end of the court, it's nearly impossible to judge the distance from your player to the ball. In some tennis games, you can judge the height of the ball by the size of its shadow. In Amazing Tennis, the net obstructs the view of the far court, making it difficult to judge the ball.

When you run your character to make a saving shot, you inevitably hit the ball off the court because your joypad is pointed in that direction. Timing your serves drives you crazy. You'll need plenty of practice.



PROTIP: For a Killer Serve, press B and tap the directional pad in the direction diagonally opposite to the side you are serving into.



PROTIP: Rush the net and volley the ball. The risk is almost always rewarded with a point in your favor.

Image Is Everything

This cart is worth checking out for its graphics and sound capabilities alone, but don't expect to be intrigued with its playability. This game makes tennis an amazing challenge.

David Crane's Amazing Tennis by Absolute

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	5.0	3.5	2.5	Adjustable

$60
4 megs
Available October '92
Sports
One Player

Wimbledon in Your Pocket

Wimbledon Tennis

Game Gear

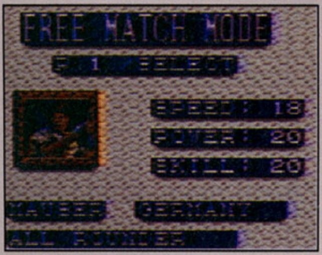
By Speedy Buns

At long last, portable full-color, sweat-free, tennis action was built for the Game Gear! That's right, now you can join the tour as a pro for on-court action that fits in your pocket.

What a Racket

Wimbledon Tennis has all of the options you'd expect and more. You get singles or doubles for one or two players, a Pro Tour, the ability to build your own player, 16 computer players, and several court surfaces. Of course, you also get a complete repertoire of standard tennis shots and you can hit the ball with topspin or slice. Overall, the controls are easy to master. Although, it's a little difficult to guide shots down the line and crosscourt.

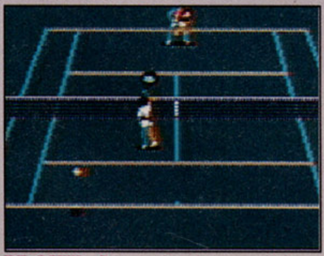
Before you serve it up, you select between Free Match Mode and the Tour Mode. Free Match enables you to go head-to-head against the computer in singles or doubles. You play as one of 16 players, each with different combinations of Speed, Power, and Skill.


FREE MATCH MODE
P 1 SELECT
SPEED : 18
POWER : 20
SKILL : 20
HAUSER
GERMANY
ALL ROUNDER

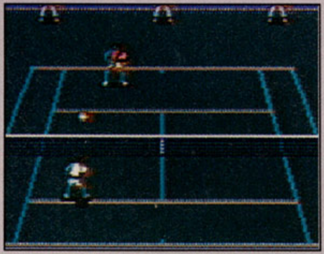
PROTIP: Until you get into the swing of things, choose a good all-around player (Hauser or Hines) and play against one of the weaker guys (Cortez or Silva).

The Pro Tour

Once you've honed your skills and you're a total hotshot, head for the four tourney Tour (America, Australia, France, and Wimbledon). In each tournament, you battle eight opponents for the championship. You begin the tour with 15 points to allocate between Speed, Power, and Skill. Win and you'll earn extra points. Even if you get eliminated in the first round, you move on to the next tournament – just like the pros. A password save enables you to continue your championship quest.

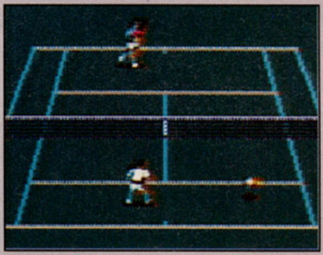


PROTIP: Strategies that work in real tennis, work here. For example, if your opponent comes to the net, pass him cleanly down the alley or go for a sharp crosscourt shot.



PROTIP: A good net game is essential. Charge the net and the odds are high that you'll be able to pass your opponent or smash it down their throat!

PROTIP: Remember that the other pros also improve through tournament play. If you keep losing, it's better to begin the Tour again. If not, they whomp the heck out of you in the first round at Wimbledon!



PROTIP: Practice with the different players by plugging your password for the Tour Mode into the Free Match Mode.

PROTIP: Just as in real tennis, you're gonna get nailed if you stand in "no man's land" (the area between the backcourt line and the service line). The ball tends to land behind you or too far in front of you.

Of course, the best on-court action's Gear-to-Gear. You Link with another player for head-to-head singles or doubles matches, or team up for doubles against the CPU. Don't forget, you need two of everything (Game Gears, Gear-to-Gear cables, and Wimbledon Tennis cartridges).

Tennis Anyone?

Crisp, full-color graphics and snappy game play make this pocket-size tennis game a pro. Head-to-head games are the most fun, but the Tour Mode has enough features to keep netters of all abilities chasing the championship. Tennis everyone!

Wimbledon Tennis by Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	3.5	4.0	Adjustable

$24.99
Available August '92
Sports

Two Players
Passwords

NEO•GEO

PRO REVIEW

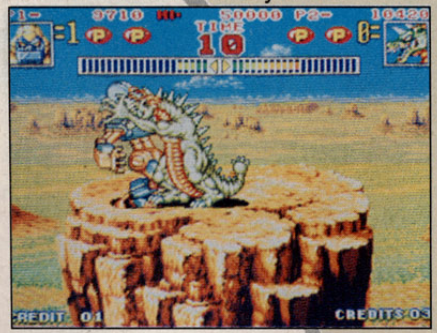
King of the Monsters 2

By Willy Y. Pout

SNK's larger-than-life creature feature is back and badder than ever! King of the Monsters 2: The Next Thing demolishes the Neo-Geo in an around-the-world, side-scrolling brawl with glorious graphics and top-flight fighting action.

Beast Wrestlers

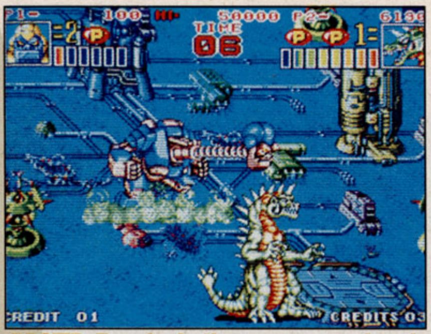
King 2 breaks away from its predecessor's head-to-head competitive style. Instead, you and a fellow monster rampage through seven levels of pure combat and destruction. You choose between three overgrown beasties. You can tag off between them after every death.



Wrestle for power-ups and bonus points.

Super Geon is a powerful, but slow, spike-backed dragon. Atomic Guy is a lightning-quick superhero with radioactive attacks. Cyber Woo is a towering, steel-plated, mecha-gorilla armed with unpredictable primate powers. All three monsters bust punch, kick, jump, and wrestling moves. In addition to the basic techniques, each beast can find power-ups for three awesome special tricks. The arsenal is flashy and effective, but not quite as diverse and fun as King 1's.

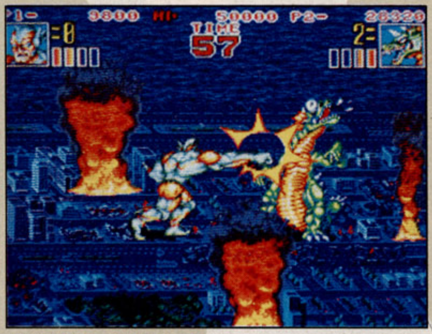
PROTIP: If you're playing Super Geon or Atomic Man, don't waste a Level 3 special trick on bosses while they're airborne.



PROTIP: To rake in the power-ups, break structures, ships, and smaller monsters.

Global Savagery

You trash prime stomping grounds around the world, including a sprawling American metropolis, Paris, the Grand Canyon, the Asian Lava Zone, the African Desert, and the depths of the Atlantic Seabed. If you're itching for a taste of head-to-head battle, you can pound on your bud with moves and special tricks to slow him down.



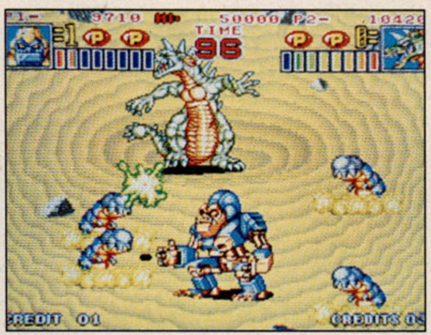
Royally roughhousing.

PROTIP: No loitering! If you stay in one scene too long, a flash from the sky will annihilate you.

Monster Mashin'

Each area is ruled by a boss monster, and everyone reports to the international kingpin boss, Famardy. The bosses totally work you over with a plethora of punches, kicks, wrestling moves, jump attacks, and special tricks. For example, Clawhead entangles you with web shots, and Eiffelelyte splits into two devious clones. All the bosses can use defensive moves, such as blocking and teleportation.

PROTIP: Kick downed monsters to pile up the damage.



PROTIP: To beat Clawhead at the Grand Canyon, use Atomic Man's drop kick.

PROTIP: Watch out! The Desert Beetle takes one last cheap shot when he dies! Stand far away and wait 'til the brain crawls near. Then jump away at the last second. Use the same tactic against Lavicus' eyeball in the Lava Zone.

Once you trample the first six levels, don't breathe a sigh of relief. As SNK fanatics can probably predict, you must fight rematches with all the level bosses. Survive and you face-off with the ugly boss of bosses, that slimeball Famardy.

PROTIP: Cyber Woo's Level 3 special trick is most effective against Famardy.

Neo-Geo Royalty

King 2's graphics and animation are smooth and convincing, and the control's easy to master. The average sounding music could stand improvement, and more versus action would make this game even better. Overall, it's definitely still a smash. King of the Monsters 2 is a colossal cart that will keep Neo-Geo monster mashers in seventh heaven.

King of the Monsters 2 by SNK

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.5	ADV. Advanced

$199	Beat-em-up
74 megs	Two Players
Available now	Memory Card

SHIFT HAPPENS.

TOPGEAR
LICENSED BY Nintendo
TWO PLAYER SIMULTANEOUS RACING!
KEMCO
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES,™ it's almost impossible to stop. **KEMCO**

Coming Soon: Look for GHOST LION, Kemco's new RPG for beginners. SPY vs SPY: Operation Booby Trap, the mad mad world for Game Boy. And KA-BLOOEY, the mind-blowing puzzle game.

GHOST LION
GAME BOY
SPY vs SPY
KA-BLOOEY
SUPER NINTENDO

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NEO•GEO PRO REVIEW

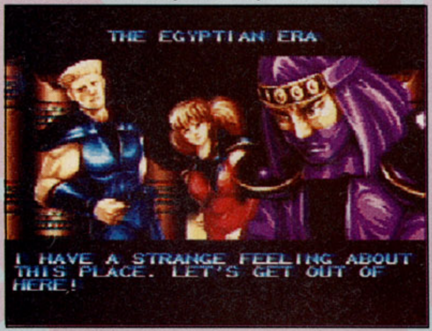
Ninja COMMANDO

By Slasher Quan

What happens when you mix time travel, overhead-view fighting, and secret moves straight out of Street Fighter II? You get Ninja Commando, a rippin' Neo-Geo action jaunt by SNK.

Seal of the Spider

Spider, a death-dealing, tyrant makes an unwelcome bid for world domination. Using a time warping machine, he infiltrates key historical eras in an effort to gain control of Earth – past, present, and future. Self-respecting ninjas around the globe will not tolerate such actions. Joe Tiger, Rayar Dragoon, and Ryu Eagle, three top-ranking world warriors, band together to form the Spider-stopping crew known only as Ninja Commando.



THE EGYPTIAN ERA

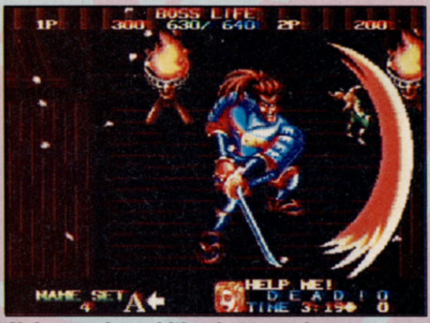
I HAVE A STRANGE FEELING ABOUT THIS PLACE. LET'S GET OUT OF HERE!

Together they stand.

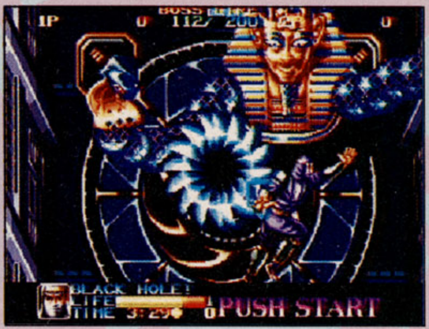
Time to Fight

Spider kicks off his conquering crusade at the Mars Corporation, a heavily-fortified bunker that houses the time machine in question. Reaching the machine's no problem. Once there, however, Spider twists a few time circuits and sends our heroic ninjas back to the past. Now the Commando must untangle Spider's web of death and destruction, pronto!

One or two players fight across seven stages of top-view, shoot-em-up action that reminds you of Ikari Warriors souped up with Neo-Geo action and special effects. The areas include Egypt, China, the Primitive Age, and a World War II battlefield. The graphics are phenomenal! Huge sprites, richly textured backgrounds, and pixel-pulsating explosions give this cartridge razor-sharp looks. The game sounds great, and you'll dig the weird, digitized voices.



Nobunaga's ambition is to crush you.

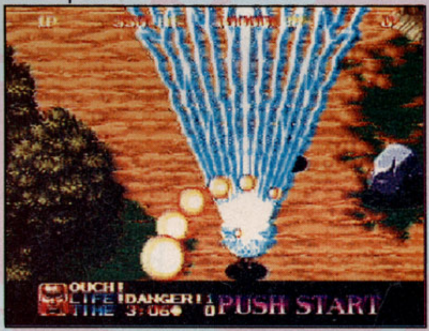


PROTIP: Your best bet to triumph in boss battles is your Ninja Trick. Press and hold down Down to charge your Death Blow in midair during the Trick. Then press Up plus A when you land for a great combo attack.

PROTIP: Tap Button A twice during a super move to double your firepower.

Movin' and Shakin'

The trio's basic weaponry consists of projectile firearms, a magic spell, and a backflip. They also bust some complex joystick moves that you'll recognize from carts like Street Fighter II and Fatal Fury. Each combatant has an energy "charge" attack and a move that mimics the fireball motion from SF II. However, you also get some all-new, ultra-complex maneuvers, which require up to six directional presses! Commando's control is smooth, but it takes practice to nail it down.



PROTIP: Press and hold down Down until Joe's body charges with energy. Then press Down, Down-Right, Right, Up, and A to unleash his Tornado Attack and Thunder Trick simultaneously!

PROTIP: To use Rayar Dragoon's flame burst, press Up, Up-Right, Right, and A. This is not in the manual!

You'll need all the help you can get to down Spider's agents. The enemy fighters are relentless and the bosses fill the screen. Depending on the historical era, they light up the skies with everything from explosives to spears to samurai blades.

No Quarter

Ninja Commando's action is fast and furious, and doesn't let up for an instant. However, with three continues and the Memory Card feature, skilled players will whip to the end in an afternoon, even on the hardest setting. Mid-level ninjas should find it most satisfying.

Overall, Ninja Commando is an excellent two-player cart. It doesn't carve up any new territory, but it does a superb job of filling the void for a top-view, fun-and-gun game in the Neo-Geo library. It shoots, and it scores!

Ninja Commando by SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.0	ADJ. Adjustable

$179.95
54 megs
Available now

Action
Two Players
Memory Card

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GAME BOY

PRO REVIEW

By N. Somniac

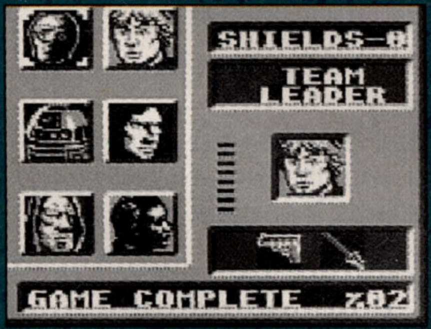
NES players have already tasted Star Wars, a yummy outer space treat. Now all the same ingredients have been packed into the Game Boy! Just like the movie, this game is a video delicacy!

A' la Game Boy

Like the NES game, Star Wars by Capcom sticks to the familiar movie story line. You even get a palatable rendition of the Star Wars theme.

The Game Boy cart features a delicious spread of various gaming styles that are served up in one, tasty adventure. You get overhead-view flying, side-view fighting action, and first-person-perspective flying. Smooth, responsive controls make you feel like you're using the Force to guide your game play!

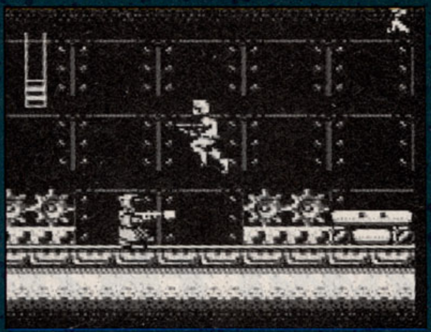
Moreover, a Character Select feature adds RPG flavor to the game. Call upon C-3PO, R2-D2, or Obi-Wan for valuable advice. Use the skills of Luke, Princess Leia, or Han. Each character is suited for specific situations.



The Gang's all here!

A Jedi Smorgasbord!

You begin the game with a multi-scrolling, overhead view of Luke's Landspeeder crisscrossing the vast Tatooine desert. Your shopping list is lengthy as you search for R2-D2, Obi-Wan Kenobi, Han Solo, Luke's Light Saber, Shields for the Millenium Falcon, and power-ups. To find them, you enter caves, the Jawa Sandcrawler, and Mos Eisley Spaceport, where the game converts into a side-scrolling adventure.

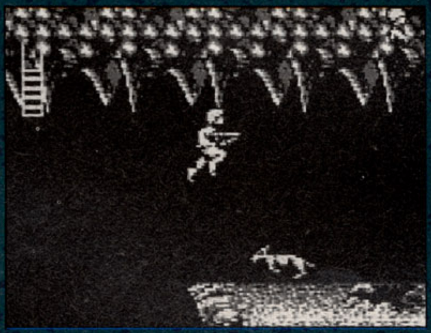


PROTIP: There's no time limit! Patience and timing are your best weapons against most obstacles.

COMIX 'N TOONS
STAR WARS

You get your first taste of the the game's hard-boiled challenge when Luke must run, jump, and blast his way past vicious aliens and impossible obstacles. Guard your life units, because continues are limited and there are no passwords!

PROTIP: Find R2-D2 hidden in the Sandcrawler before you board the Millenium Falcon in Mos Eisley. You'll need him later on!



PROTIP: Some creatures are bound to certain areas. Leap over them rather than fight them.

Aboard the Millenium Falcon, the view shifts to a first-person perspective. You peer out the ship's view port as you steer the Falcon through a forward-scrolling maelstrom of asteroids. It only takes two hits to fry a shield. Lose your shields and it's game over!

PROTIP: Veer sharply as soon as asteroids appear within the center of the view port.

Successfully run the asteroid field gauntlet, and you're caught in the Death Star's tractor beam. There you must rescue Leia, disable the tractor beam, duck into the trash compactor, and return to the Millenium Falcon for the getaway! The Death Star is a complex maze, so tap R2-D2 into the Imperial Computer Network. Then you can monitor your progress on a detailed map of the Death Star's interior.

Upon escaping the Death Star, you return to first-person, forward-scrolling action. Roast waves of enemy TIE fighters trying to stop your escape. The final level features overhead-view, vertically-scrolling action as you try to bake the Death Star. Pilot an X-wing fighter down the Death Star's heavily fortified trenches. Use the Force to blast the gun emplacements and the buzzing TIE fighters.

Bon Appetit!

The many flavors of Star Wars – action/adventure game, intense shooter, and formidable quest – are guaranteed to please any gaming palate. Great controls, detailed graphics, classic music, and a compelling story line whip up a delectable experience. An hour after playing Star Wars, you'll be hungry for more!

Star Wars by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.5	ADV. Advanced

Price Not Available
Available Sept. '92
Action/Adventure

One Player

GAME BOY PRO REVIEW

By Gideon

Hang tight, Webheads! Everyone's friendly neighborhood human arachnid swings into his second adventure for the Game Boy! Seven action-packed levels of goons, traps, and super villains await you in Spider-Man 2 by LJN.

A Web of Deceit

An astonished Peter Parker (a.k.a. Spider-Man) reads the morning paper and finds that Spider-Man has been accused of stealing millions of dollars! Sensing a frame-up by one of his arch enemies, Spider-Man must seek out the true villain, clear his name, and avoid the New York police. As Spidey, you swing high and low throughout the city on your search for clues to the real culprit. Watch out! Some of Spider-Man's most dangerous foes, such as the Hobgoblin, the Lizard, Carnage, and Graviton, are waiting for you!

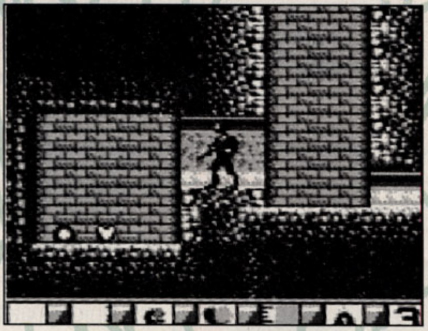
Spidey's Moves

Spider-Man 2 is fiendish fun that will have you crawling up the walls in no time. Run, jump, crawl, and swing through each level in search of particular items. In addition to the super villains, there are traps and obstacles everywhere. Since you start out with only three lives and there are no continues, only the best Webslingers will conquer this game.

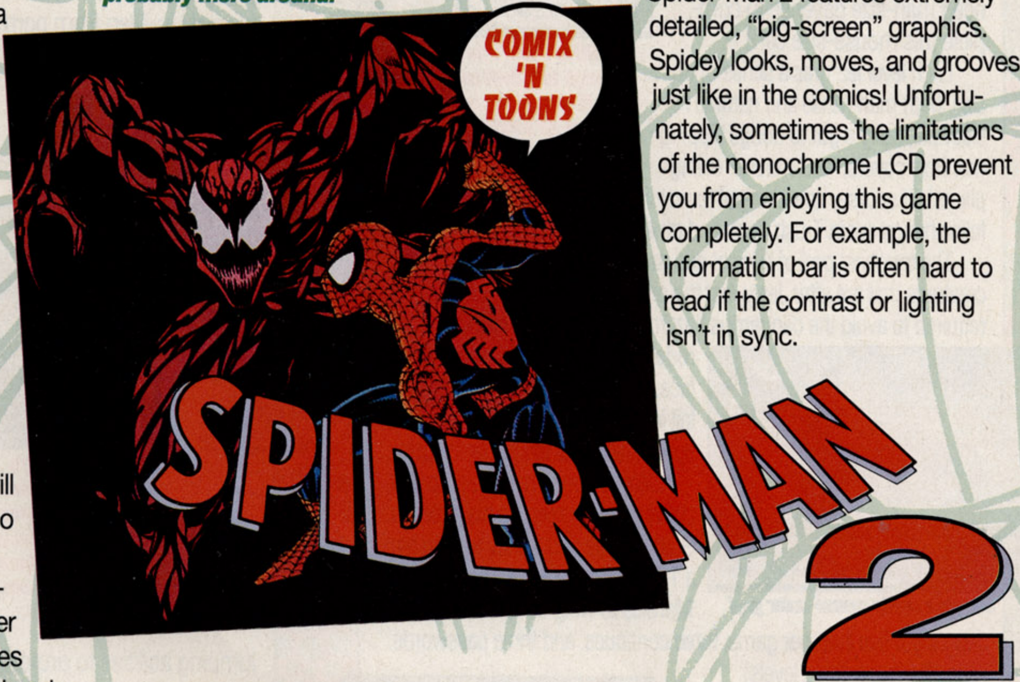
In order to advance to the next level, you must successfully perform specific tasks. To enter locked buildings that contain important goodies, find items like crowbars, keys, door combinations, and entry cards. To defeat certain super villains, find other items, such as Goblin Sled Fuel. To keep Spidey going, search out the invaluable bonus items like extra life units, energy, and Web Fluid.

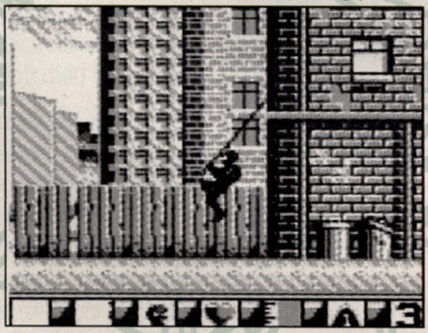
PROTIP: There's no time limit, so locate every item on a level. If you die, finding them next time around is a breeze.

Spider-Man 2 features a few more moves than the first Game Boy game (see GamePro, June '90). The controls are very simple, and they orchestrate the smooth on-screen animation nicely. You can deliver flying kicks, execute somersaults, crawl through tight places, and climb up and down any wall. Fire Webs at enemies, or use them to climb or swing above the streets. However, your Web supply is extremely limited, so spin sparingly.



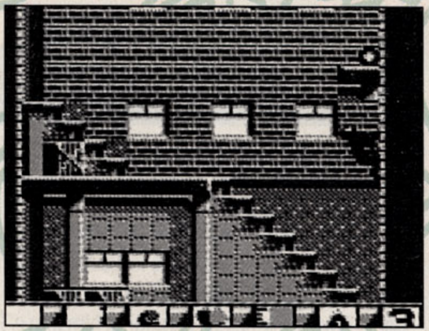
PROTIP: Bonus pickup items usually appear in clusters. If you see one, there are probably more around.





PROTIP: Maintain strong momentum in order to swing through a level.

A detailed information bar that lines the bottom of your screen updates your status. Indicators include your Web Fluid supply, remaining health units, energy levels for you and your immediate foe, and a Spidey Sense alarm, which triggers whenever a super villain is near.



PROTIP: Don't waste webbing inside buildings. Crawl up the walls instead.

The Eensy Weensy Spider ...

Spider-Man 2 features extremely detailed, "big-screen" graphics. Spidey looks, moves, and grooves just like in the comics! Unfortunately, sometimes the limitations of the monochrome LCD prevent you from enjoying this game completely. For example, the information bar is often hard to read if the contrast or lighting isn't in sync.

Arachno-Fun

Spider-Man 2 sticks to the comic story line and weaves a web-busting challenge. Spider-Man fans will get their wall-crawling high, but only true superheroes need apply!

Spider-Man 2 by LJN

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	INT. Intermediate

$27.95 **One Player**
Available September '92
Action/Adventure

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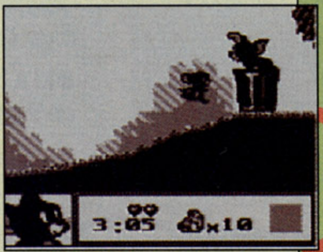
Tom & Jerry

By The Unknown Gamer

Jerry's twisting his tail because his cousin Tuffy went out for a walk and never came back. His feline nemesis, Tom, would like nothing better than mouse au gratin for lunch. Jerry's gotta track down Tuffy before Tom turns him into a TV dinner.

Cat and Mouse

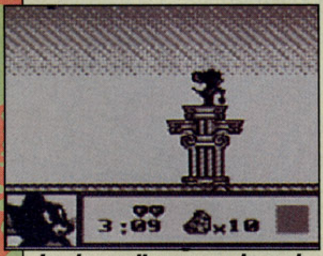
In this alternating two-player Game Boy cart, Jerry chases after Tuffy through 10 levels of vertically- and horizontally-scrolling, side-view adventure. You're gonna need man-size patience to complete this mouse-size cart!



PROTIP: Tom's not nearly as tough to outwit as he was in the NES version. Just memorize where he's hiding and whack him with a few marbles.

Each level features a series of obstacles, both man-made and natural. For example, Jerry's got to dodge flipping manhole covers, and mouse- eating plants! Of course, he's also got to watch out for Tom. This fiendish feline hangs out in Trash Cans and other receptacles.

The toughest part of this cat and mouse chase, though, isn't the creatures that are after Jerry, but the precise hopping and dodging required to avoid the dangerous hazards that lie in his path. Our little rodent starts with a big smile on his face. However, once he's caught his tail in a trap or he lands on a few spikes, he starts to look pretty grim.

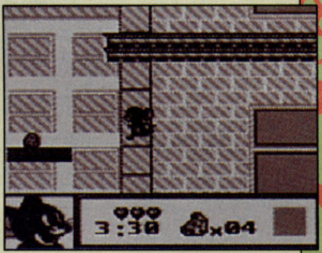


Jerry's a pretty mouse-cular guy!

Jerry's gonna need to stop and chow down to keep up his strength. Grab Cheese and Sodas to earn him a 1-up. Other bonus items include Marbles to wing at Tom and more. Jerry's got five lives per game, three continues, and three passwords (one after every three levels).

Eeek, a Mouse!

Great graphics and cute cartoony tunes cannot hide the fact that Tom and Jerry is a game for someone who is as patient as...well, as a cat waiting to catch a mouse. Fans of the NES cart please note: Although the Game Boy premise is similar, the game is very different. If you like to fight your way through a game, this one's either gonna drive you crazy or make you take a quick cat nap! Either way, it's gonna take you more than nine lives to end this chase.



PROTIP: Tantilizing treats frequently lie a tantilizing, almost impossible, jump away. For example, in the first level (The Street), jump to the first platform after the bench. Jump straight up to the platform above you. Now perform a super jump (press A and B simultaneously) to the left onto a small hidden platform. Jump to the right to find an entire secret cache of items.

Tom & Jerry by Hi Tech Expressions

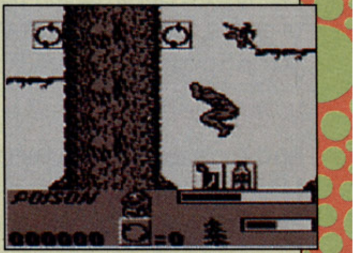
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	3.5	3.5	Intermediate

$29.95
1meg
Available August '92
Action/Adventure
Two Players
Passwords

Swamp Thing

By Andromeda

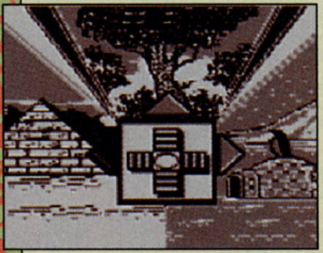
Recycling's cool, and T.HQ's latest for the Game Boy, Swamp Thing, makes it fun, too! Our soggy hero's made it to the comics, T.V., the movies, and now, of course, video games. In this adventure, Swamp Thing's looking good with crisp vertically- and horizontally-scrolling graphics. Unfortunately, the planet's not looking good. Your mission: help Swamp Thing clean up the planet and stop Dr. Arcane and his evil Un-Men from permanently polluting the Earth.



Swamp Thing's ready to boldly go where too many men have gone before.

Garbage Time!

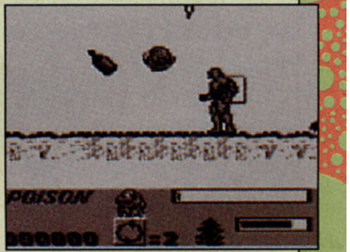
Swamp Thing's first job is to clear three areas (the Desert, the Arctic, and the Forest) of nasty Un-Men and battle the boss Un-Man at the end of the level. When Swamp Thing defeats each boss, he earns a special Bio-Restorative potion that gives him a new ability. It takes three special abilities to defeat Dr. Arcane in the final battle.



PROTIP: When Swamp Thing's low on energy and he's confronted with a nasty that won't leave him alone, head Into-the-Green to collect your thoughts. Once there, you can return to the same area, or try your luck elsewhere.

PROTIP: Clean up the Desert first. You're gonna need the Bark Skin Bio-Restorative from Dr. Deemo, the Desert boss, in the other two areas of the game.

Swamp Thing uses the Bio-Restorative Potions, his special energy bolts, and his running and jumping abilities to protect himself and clean up the planet. The energy bolts also heal poisoned creatures and recycle garbage. The reward is improved health for both Swampie and the environment. If either Swamp Thing's health meter or the planet's environmental meter drops too low, they're both done for.



PROTIP: Watch for poisonous objects, like Aerosal Spray cans. Although you can run past these toxins, it's better to destroy them. If you don't, they'll follow you or return to haunt you later on.

100% Recyclable

What really makes this cart reusable is the originality of the ecological concept and the clever way the recycling theme has been woven throughout the game. Decent graphics (Swamp Thing looks like himself despite the tiny Game Boy screen), basic tunes, and average challenge make Swamp Thing one product you'll want to use over and over again.

Swamp Thing by T.HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.5	4.0	Intermediate

Price not available
1 meg
Available Sept. '92
Action/Adventure
One Player

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LIGHTBOY

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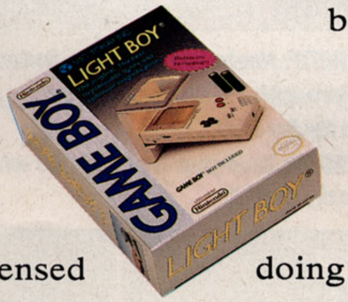

- Replaceable Lights
- 1.5 Magnification
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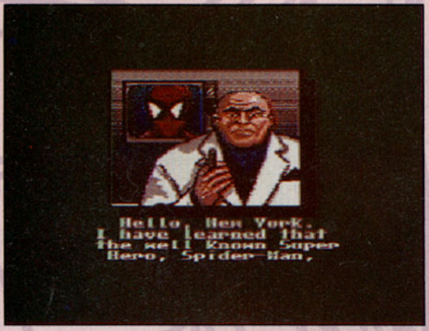
SPIDER-MAN™

By N. Somniac

Everyone's favorite web-slinging superhero makes it "big" on the small Game Gear screen! In a summer dominated by the "bat," bugging around as Spider-Man might be a welcome change of pace.

I Luv NY!

Yikes! As if New York City doesn't already have enough problems, the Kingpin of Crime has preempted the airwaves to warn the citizenry about a hidden nuclear bomb set to detonate in 24 hours! What heinous villain could be responsible for such a dastardly deed? Doctor Octopus? Electro? Venom? Would you believe your friendly neighborhood Spider-Man?!? Sure, Spidey's been framed, but it's up to ol' Webhead to find and disarm the bomb before the Big Apple ends up in orbit!



Hello, New York.
I have learned that
the well known Super
Hero, Spider-Man,

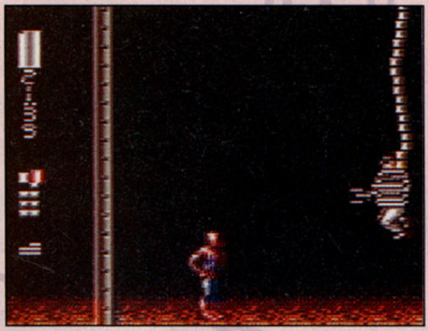
That sure ain't Geraldo!

This game is extremely faithful to its comic book origins, especially regarding Spidey's moves and grooves. In addition to running, jumping, punching, and kicking, Spider-Man is able to climb walls, shoot webbing, and swing across the screen from web to web. The graphics are well rendered, bright, and colorful. However, the characters move a bit stiffly with limited animation. The music and sound effects are standard Game Gear fare. You can turn them off.

Slinging and Swinging

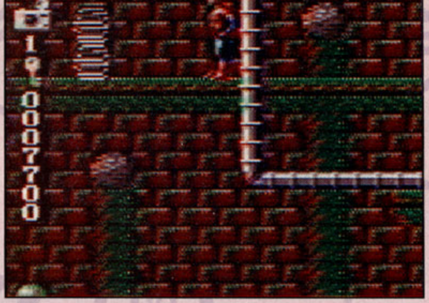
Eight increasingly difficult levels await you in this single-player, third-person perspective, multi-scrolling game. Spidey must swing from the city's warehouse district to the sewers and into Central Park to find the five keys needed to disarm the bomb. On each level you must defeat every henchman and overcome every obstacle before you fight one of Spider-Man's arch enemies, including Doctor Octopus, the Lizard, Electro, the Sandman, the Hobgoblin, and Venom! Wipe-out the super villain, and you get a key. Neutralize the bomb, and you'll face the Kingpin in a final showdown!

You begin each level with a timer that indicates how long till ground zero, and your set amount of energy units and web fluid. Revitalize your energy by returning to Peter Parker's (a.k.a. Spider-Man) apartment. Doing so, however, will drastically drain the timer and restart you at the beginning of the level. You can buy more Web Fuid at the end of each level by taking snapshots of Spidey's battles and selling them to the Daily Bugle as Parker.

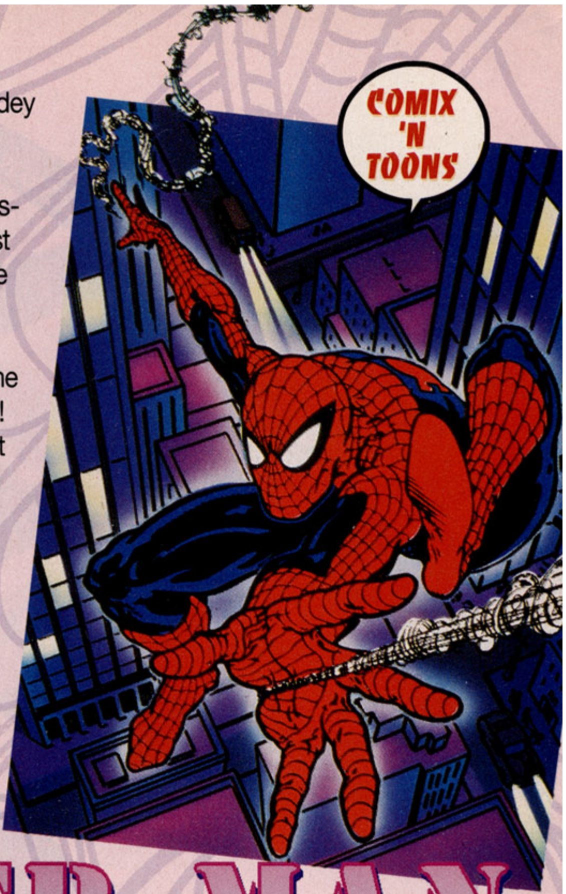


PROTIP: Neutralize Doc Ock's tentacles by thoroughly webbing him up before you go in for the TKO!

PROTIP: Save your Web Fluid for when you really need it!



PROTIP: Play it safe and web up super villains before you take their pictures!



PROTIP: You get 24 shots per level. So, for top payola, be sure to take all your pictures before you zap the super villain!

A Sticky Situation!

Spider-Man looks like the 8-bit Sega Master System game released last year (see GamePro, Aug. '91), but it's much more challenging. The graphics are identical, but the Game Gear version lacks power-ups, bonus items, and continues. Fortunately, difficulty options range from Easy to Difficult to Nightmare.

Spider-Man's strong point is definitely its challenge. If you're bent on finishing this cart, you're guaranteed your money's worth! Hey, who said being a superhero was easy?!

Spider-Man by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	4.0	ADJ. Adjustable

$34.95
Available now
Action/Adventure

One Player

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LIGHTS! CAMERA! ACTION!

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SUPER NINTENDO ENTERTAINMENT SYSTEM
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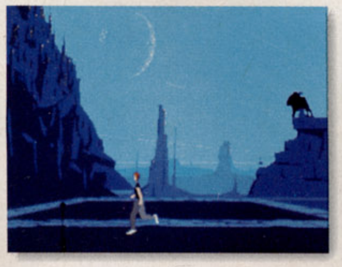

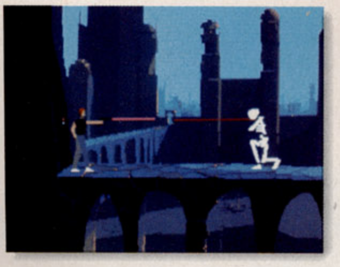

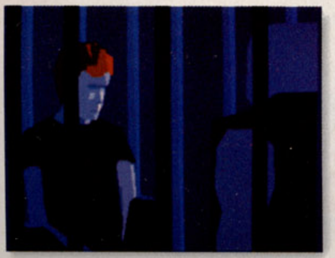

- *Cinematically styled, rotoscoped animation*
- *State of the art, real-time, polygonal graphics*
- *Continuous mix of digitized sound effects and musical score*
- *An action/adventure game that actually tells a story*

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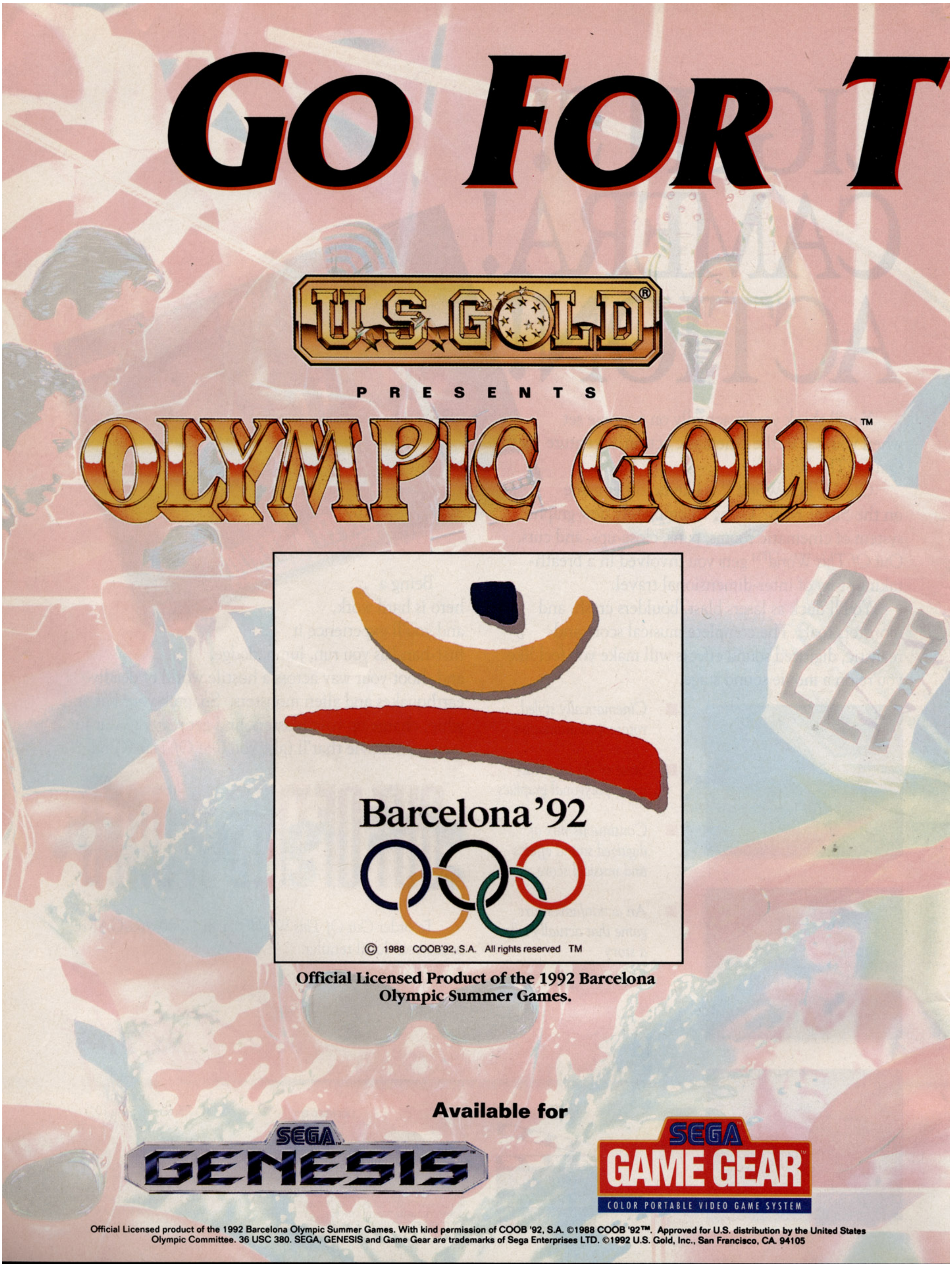

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PRESENTS

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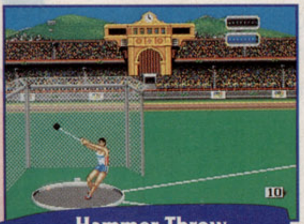
HE GOLD...

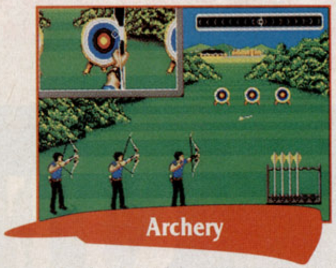
7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



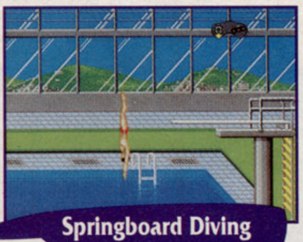
Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



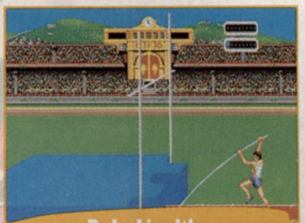
Archery

The farther you pull the bow, the harder to hold your aim steady.



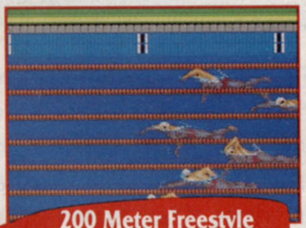
Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



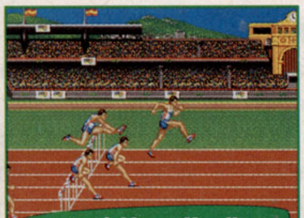
Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



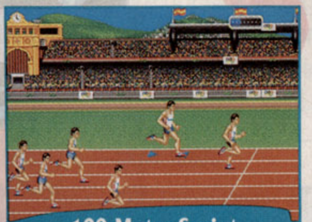
200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



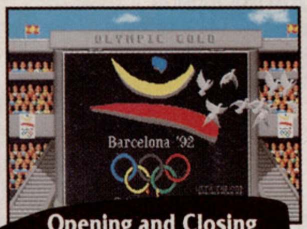
110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Opening and Closing Ceremonies

Light the torch and let the Games begin . . . Fireworks will bring them to a close.

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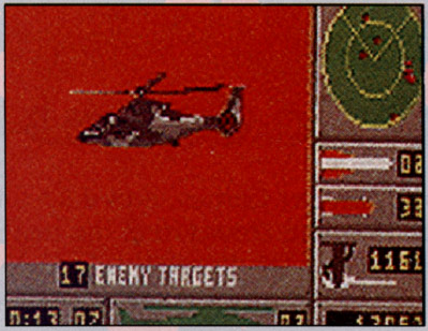
LYNX PRO REVIEW

By Gideon

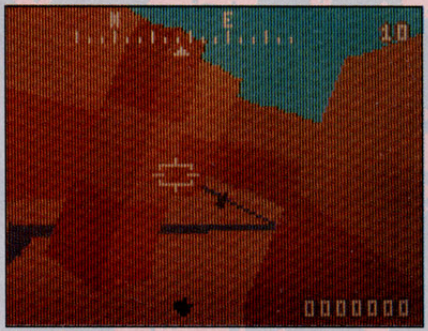
Because the Lynx's superb graphics and scaling capabilities have already distinguished themselves in flight games (Blue Lightning and Warbirds), expectations were high when Atari announced that Steel Talons, the arcade megahit, was about to fly onto the Lynx. Good news! All expectations were not only met, but surpassed! Both an excellent flight simulator and a top gun arcade shooter, this cart is hot!

PROTIP: Save time by planning your attack in either a clockwise or a counterclockwise pattern.

PROTIP: You can save time by flying offscreen to the right, which makes you reappear on the left of the screen. This also applies to the top and the bottom of the screen.

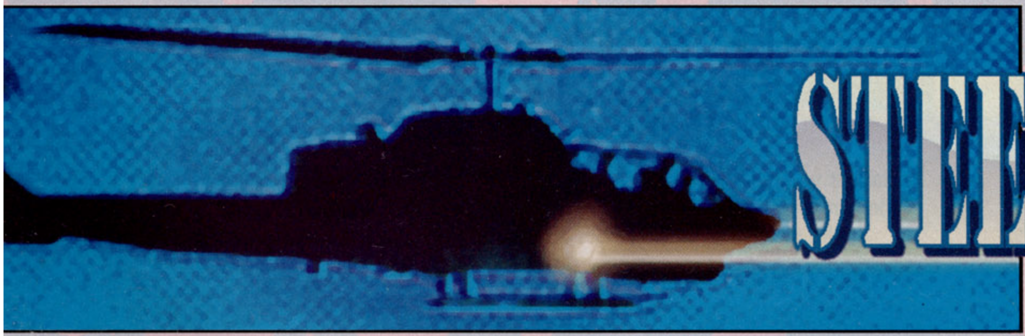


PROTIP: To keep on course, use your onscreen compass and landmarks, such as roads, mountains, and buildings.



PROTIP: Slow down to make extremely sharp turns.

An assortment of enemies and targets pepper each playing field. Enemy camps, supply depots, and slow moving jeeps and cargo trucks are sitting ducks. Heavily armored tanks, antiaircraft strongholds, fighter jets, and enemy choppers are much more deadly. Fortunately, you have an enemy radar alarm, and your chopper can sustain a load of hits. You can also reload and receive repairs if you make it back to your home base.



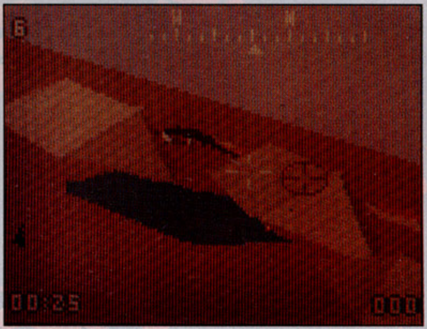
STEEL TALONS

A Whirlybird of Prey

Steel Talons displays a great-looking, third-person, behind-the-helicopter perspective and polygon-filled graphics that are similar to its arcade predecessor's. Naturally, the arcade machine's complex foot, joystick, and handle controls have been nicely streamlined for the Lynx. At your fingertips are the controls for speed and altitude, plus an impressive arsenal of machine guns, auto-locking missiles, and auto-locking rockets.

A feature new in the Lynx version is an invaluable overhead map and radar that can be instantly displayed. The map identifies enemies and tracks your position in relation to all your targets. Counters indicate how many enemy targets must be eliminated to complete the mission, your supply of ammunition, and the number of rockets and missiles onboard. The map will become your most valuable "weapon," and you'll find yourself referring to it more often than the main screen!

Steel Talons presents 12 increasingly difficult missions, which take place on terrains ranging from deserts to dense forests. Each mission differs in the number and types of targets and enemies, the ceiling limit, the time of day, and the mission time limit. Neutralize all the targets within the time limit, and you advance to the next mission. Take too long, and you must re-fly the mission until you get it right!



PROTIP: Don't fire missiles until the target flashes red.

PROTIP: Clear away all enemies near your home base before you land.

On Target!

The only "drawback" to this otherwise excellent game is that it's a one-player cart. A multi-player version would be the ultimate. (Are you listening, Atari?) The graphics are clearly rendered, and the animation and scaling effects are impressive. Added touches, such as flying through cloud banks and enemy choppers zipping past your face, add to the effectiveness of the simulation. The sound effects are kept to a minimum with no music soundtrack, which is appropriate since this game emphasizes flight simulation more than standard shooters. The best news is that Steel Talons is extremely challenging. You get to keep flying until you get it right!

Steel Talons by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.5	5.0	ADV. Advanced

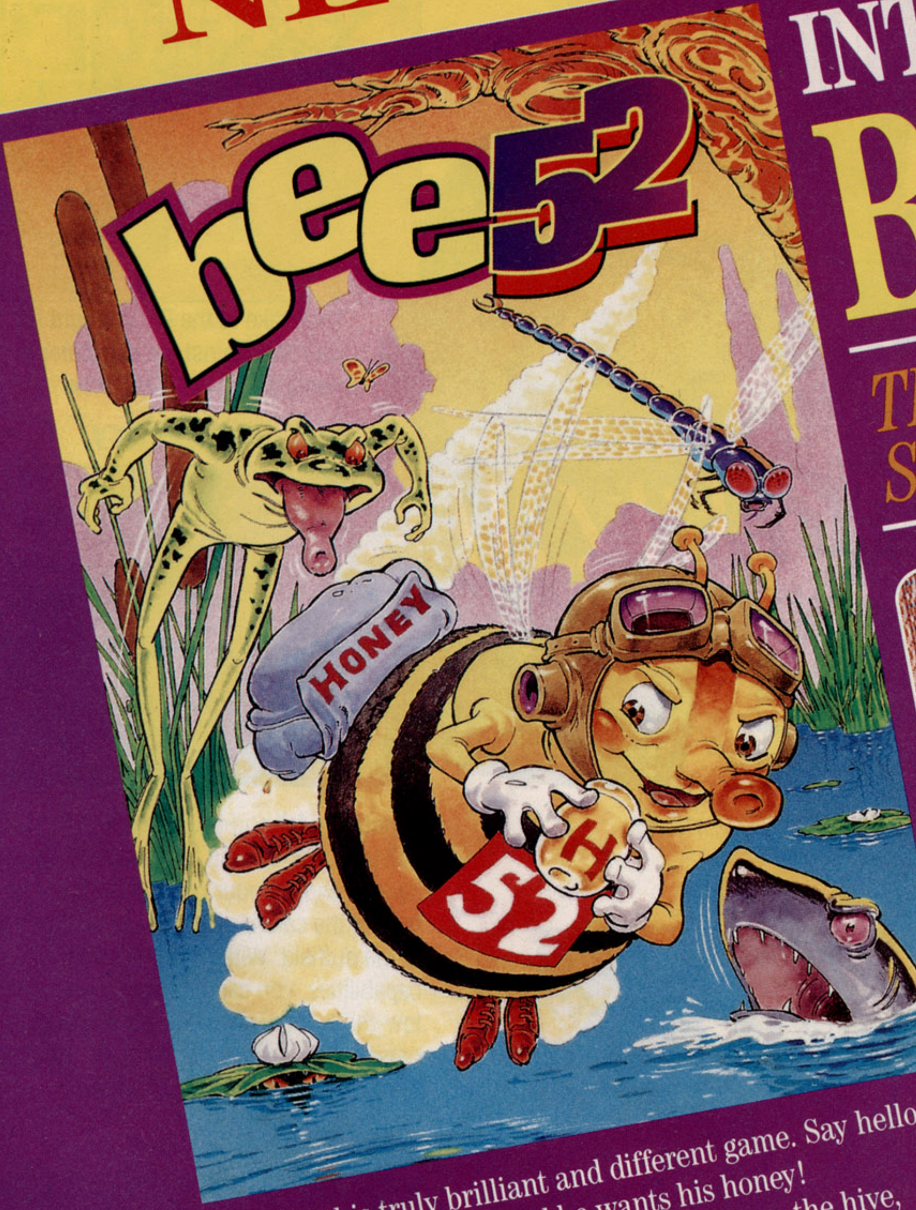
$39.99
2 megs
Available August '92

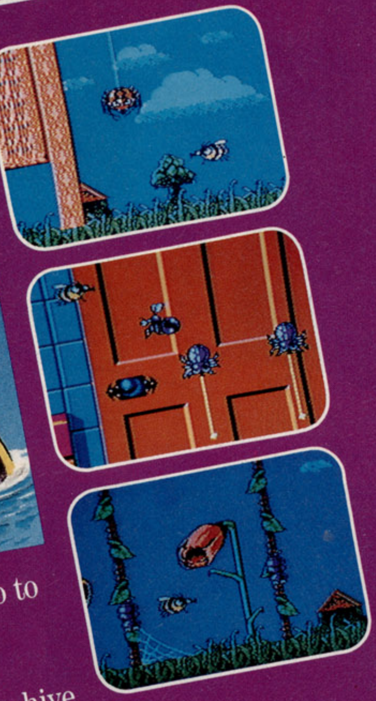
Simulator/shooter
One Player

NEW

INTRODUCING BEE 52

THE GAME WITH A STING IN ITS TAIL!





You'll get a buzz out of this truly brilliant and different game. Say hello to Bee 52 – the maddest bee on earth – and he wants his honey!

Fly a crazy route through 24 different stages. Start from the hive, looking for honey in monster flowers. Then fight your way back to the hive to deliver the stash and fill the honey pot.

Complete that raid and it's on to the next. But watch out for dropping spiders, climbing insects and leaping grasshoppers.

3D parallax scrolling makes for super graphics and brilliant animation.

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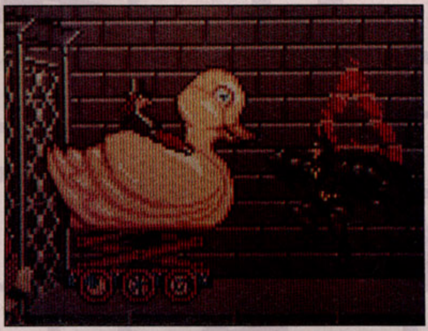
LYNX

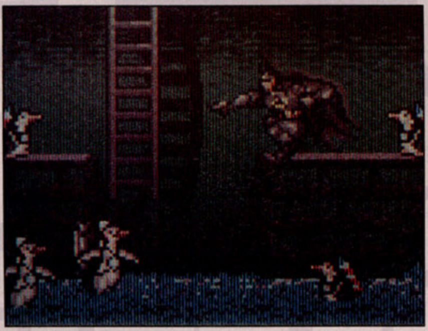
YEAR-END EXTRAVAGANZA!

By Bonehead

Okay, Lynxers, hook up that Comlynx and let the games begin! On the heels of their big Batman Returns release, Atari is unleashing a whole slew of '92 games. Even if you aren't a fan of our cowled hero, there's plenty to choose from in the upcoming months. Take a look!

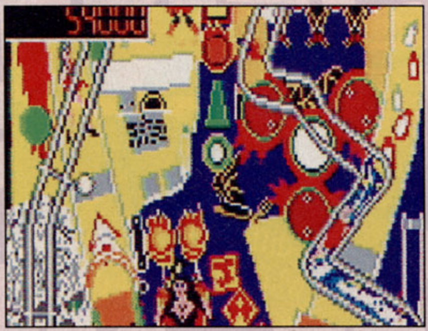
BATMAN RETURNS





You've seen the movie. Now you can play the long-awaited Lynx game. Pull out that Batarang and use it on Catwoman and the Penguin. If you've seen Batman in 16-bit form, just imagine it a little smaller. The graphics will knock your collective Batsocks off. *(Available now)*

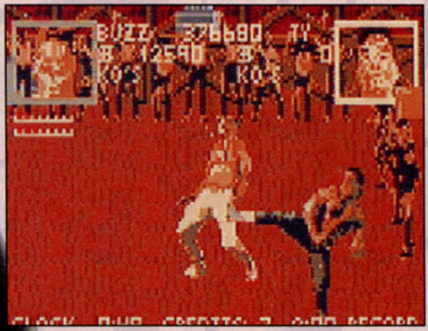
PINBALL JAM



Get those flippers moving with the Mistress of the Dark, Elvira, and the Police Force. What a combo! These two pinball hits are turning palm top on the Lynx. The digitized Elvira seduces you with her praise, and the Police Force's digitized voices bark. "1 Atom 12, 411 in Progress!" One word of caution, you can Tilt! Take the ball in hand with Pinball Jam. *(Available August)*

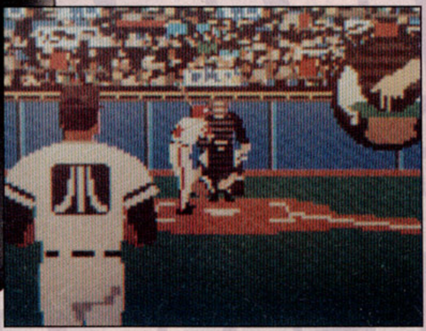
PIT FIGHTER

This arcade wonder has transcended many systems. Appropriately, it's now on the Lynx with digitized graphics and all the original characters. Choose your warrior based on his strengths and weaknesses.



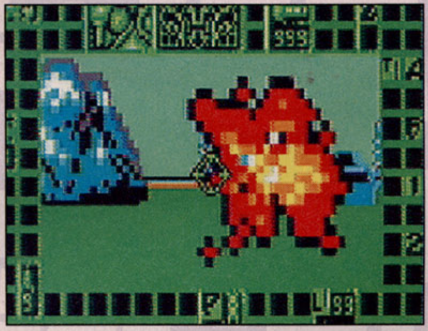
Then take to the Pit and fight for your life against the computer or a friend. *(Available September)*

BASEBALL HEROES



Swing into fall and take me out to the Lynx ball park. For once in your life, you and a pal can choose your point of control from behind the catcher, behind the pitcher, or in the outfield. With the Lynx's scaling capabilities, you can maintain a great follow-the-ball or follow-the-base-runners perspective. Grab some peanuts and go for the fences. *(Available September)*

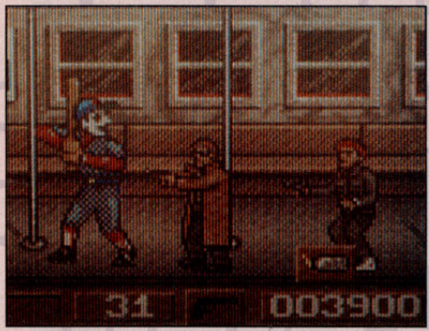
BATTLEZONE 2000



In this 3-D battle tank game, you'll combine strategy, skill, and coordination. As the game progresses, upgrade your equipment and ammunition. Grab a friend and tank it up. *(Available September)*

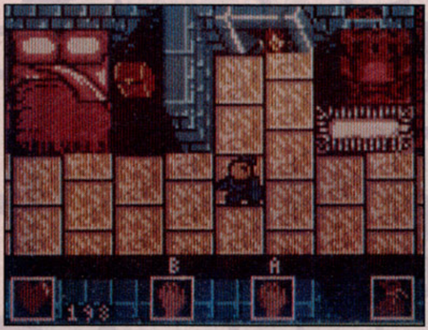
DIRTY LARRY, RENEGADE COP

What a dump! As detective Larry (a.k.a. Dirty Larry), you clean up the streets and rid them of scum. There's no recycling here! You have to off pyromaniacs, bikers,



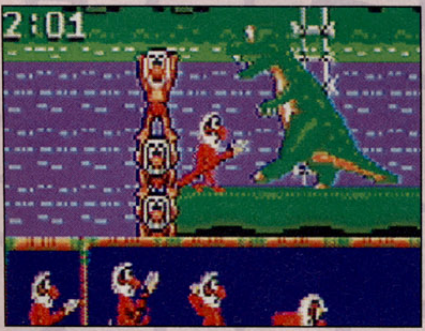
and mad scientists who are trying to stop you in this graphically brilliant game. *(Available September)*

DAEMONSGATE



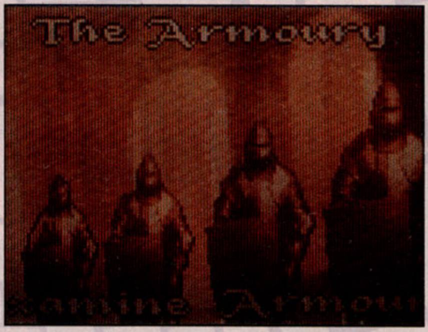
Get set to log some serious fantasy RPG time. You'll have to search mystical lands, discover magical spells, and encounter strange creatures. Luckily, there are a few treasures and special items to keep your quest going. Keep them close to your heart, 'cause you'll need 'em. *(Available September)*

DINOLYMPICS



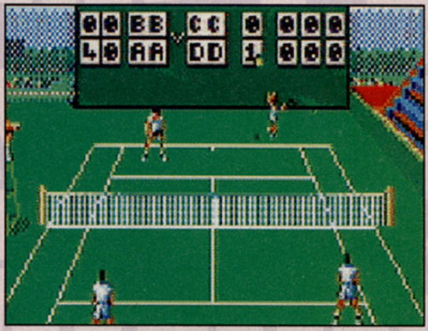
Cavemen had Olympic games, too! You won't, however, see swimming, running, diving, and gymnastics in these games. Instead, you, and maybe another cave dweller, have to work together to survive. You'll need the help of your newfound tools (the wheel, the spear, the rope, and fire). And, from time to time, you'll need to consult the King and the Shaman for guidance and magic. *(Available September)*

DRACULA, THE UNDEAD



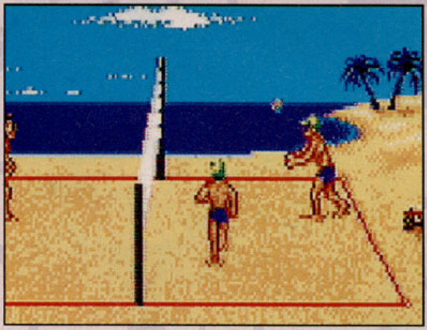
Dracula vants to suck yur blood! Sepia tones and gloomy graphics put you in the right frame of mind. With the help of special programming techniques, you, as Jonathan Harker, can walk 360 degrees in search of clues that help to expedite your escape from Castle Dracula. *(Available September)*

JIMMY CONNORS CHALLENGE TENNIS



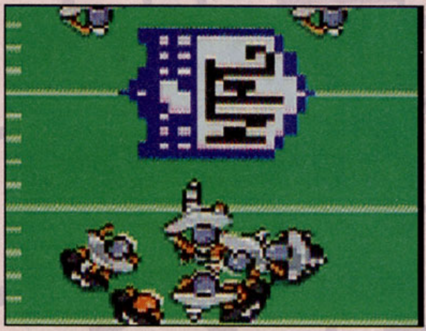
Take the advantage point with the computer or a friend and serve up some Lynx tennis. Jimmy Connors has traded in his Adidas for a microphone and commentates for his competition. Work your way up the ladder and Connors will take to the court once again to prove he's still got it. Tennis, anyone? *(Available September)*

MALIBU BEACH VOLLEYBALL



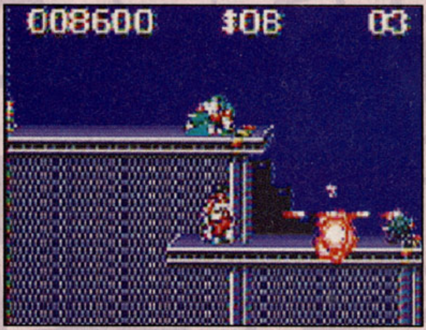
Enjoy the sun and surf without getting sand down your shorts. It's a perfect setup. You and up to three friends blast the tunes on your portable boom box while diving for those volleys. Serve to the beat without the heat. *(Available September)*

NFL FOOTBALL



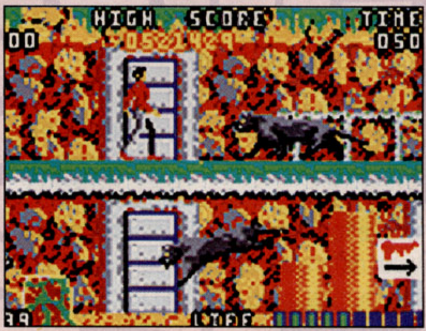
Hut, Hut, Hut, Hike! Feel the power and prestige of managing your own NFL team. You get to decide the plays. Run, pass, or use the specialty plays designed by a real NFL offensive coordinator. Hear the grunts and snorts of your players in this hard-hitting sports cart. Get ready to strap on helmets and pads and hit the Astroturf with the computer or another linebacker. *(Available September)*

SWITCHBLADE II



Jump, kick, and slash your way through on your search for the leader of evil. In order to beat his powers, you, as Hiro, must look for ways to upgrade your weaponry in this futuristic world. *(Available September)*

ROLLING THUNDER



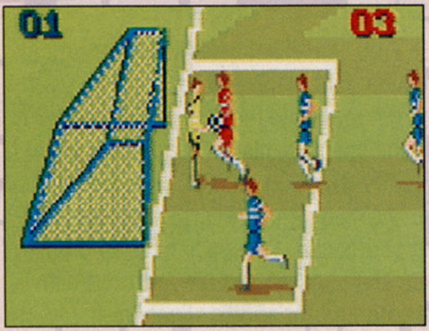
As a top secret agent, your mission continues from the Genesis onto the Lynx. Ten more action-packed levels lie ahead as you search for your kidnapped girlfriend. Guess who's got her? You got it, your nemesis, Gimdo. Get her back before it's too late. *(Available October)*

Continued on Page 136.

LYNX
YEAR-END EXTRAVAGANZA!

Continued from Page 135.

WORLD CLASS SOCCER



The biggest sport in the world is starting to creep into America and across our country's game systems. You don't have to be a patriot in this game, however. You can choose teams from countries all over the world. Tournament rules apply, or you could practice up in practice mode. Play the computer or introduce a sports fan to this ancient sport. *(Available October)*

GUARDIANS: STORM OVER DORIA (TELEGAMES)

In this RPG, you and up to three other players search the Kingdom of Doria for Quellin, the Master of Mystical Arts. He has kidnapped Prince Creshin and the stolen Crown of Versilles, which controls the weather. Be friendly with the townsfolk, and use spells, scrolls, and multiple weapons on your quest to find Creshin and free Doria from eternal winter.

SUPER OFF-ROAD (TELEGAMES)

You've probably raced these tracks before, but grind it up in miniature on the Lynx. Up to four people can rev up those engines and take to the road. Kick up some mud in several different stadiums, but watch out for the jumps, mud pits, and barriers that hinder your pace.

DOUBLE DRAGON (TELEGAMES)

Marion is causing trouble again with the Black Warriors street gang. When will she ever learn? Billy and Jimmy Lee have to save her yet again. Armed with expert martial arts knowledge, they punch and kick their way out of trouble.

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SHORT PRO SHOTS

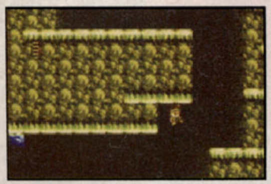
Nintendo

George Foreman's KO Boxing
(Acclaim)

Sock it to 10 opponents from around the world with George's powerful jabs, uppercuts, and hooks. Don't worry if you don't have his fancy foot moves down, 'cuz his style and training are incorporated into the game. Heavyweights, make sure you eat alot of hamburgers!

Available Fall '92

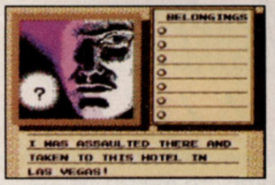
Little Samson (Taito)



Save your crown by fighting bizarro prehistoric creatures. Play one of four heroes-Little Samson, an ape, a flying dragon, or a cute little mouse. Each hero has their own weapon and terrain to cover. So, don't get a haircut until after you play this game.

Available October '92

Ace Harding – Lost in Las Vegas
(Kemco)



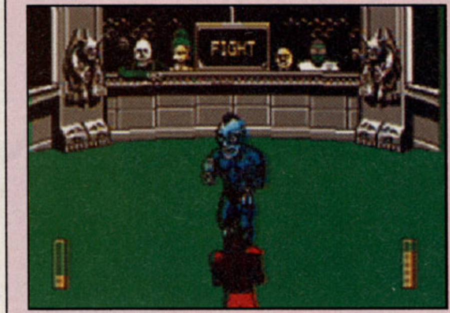
I HAS ASSAULTED THERE AND TAKEN TO THIS HOTEL IN LAS VEGAS!

In this sequel to Déjà Vu, you're the notorious Ace Harding, a gambling gumshoe who's playing for his life in the diciest RPG game in town. You only have 24 hours left before a mob of gorillas cash you in. The chips are down, but the Ace's wild.

Available October '92

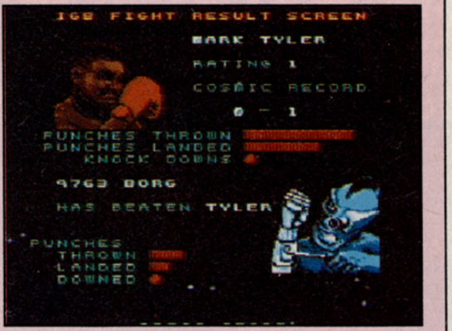
Nintendo

Power Punch II
(American Software Corp.)



As a sequel to Punch Out, this smash hit will send you into the ropes. As Tyler, the heavyweight champion for the last eight years, you're bored with the girly-men fighters on Earth. So, you must go to other universes to find a challenge. Take on six alien champs, but be sure to workout before you do or you'll never make it through all 15 rounds. Go for the TKO or the win by decision. Keep it above the belt and come out fighting!

Available Now



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MARK TYLER

RATING 1

COSMIC RECORD

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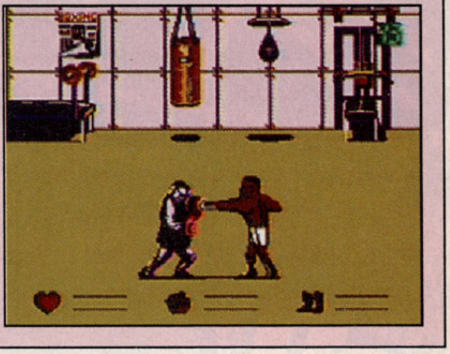
PUNCHES LANDED
KNOCK DOWNS

9763 BORG

HAS BEATEN TYLER

PUNCHES
THROWN
LANDED
DOWNED



F-117A (MicroProse Software)

If you prefer the Air Force over the Army, jump into the seat of an F-117A Stealth Fighter and take to the skies, solo or with a friend. If you've played F-15 Strike Eagle, then you're ready for this bird.

Available Fall '92

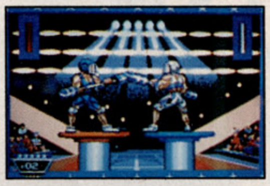
Genesis

Predator 2 (Arena)

Do your part to fight the war on drugs by battling gang members and drug lords who have taken over the streets of Los Angeles. While the Predator stalks with deadly tracking lasers, you have to rescue helpless hostages from its liar. Don't fall prey to this Predator.

Available Fall '92

American Gladiators (Gametek)



The T.V. show of the 90's comes to life as you battle the Gladiators through obstacle course after obstacle course. Who's going to be the defending champ? Jump into the arena and give 'em a challenge. This life-size action will surely pump you up!

Available Fall '92

Ayrton Senna's Super Monaco GP II
(Sega)

You gonna need to rev it up if you're want to beat one of the world's greatest racers, Ayrton Senna. Nineteen action-packed tracks are all that's between you and the world championship. Start your engines, gamers, for this tire-screechin' cart.

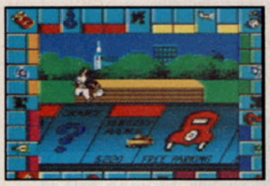
Available Fall '92

Clue *(Parker Brothers)*

"I wonder which one was the one who dunnit?" Ms Scarlett, Mrs. Peacock, Colonel Mustard and the whole gang are back for a murderously good time. Give suspicious looks to as many as six friends as you search for who did it, with what, and where.

Available Fall '92

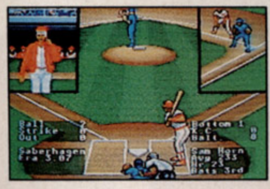
Monopoly *(Parker Brothers)*



Go to jail. Go directly to jail. Do not pass "GO." Do not collect $200. SNES owners aren't the only tycoons on the block. Genesis real estate developers can fight for properties against the computer or up to eight friends. The government won't break up this Monopoly.

Available Fall '92

RBI Baseball 4 *(Tengen)*



Batter-up! Hear the crack of the ball in your choice of stadium. You have 26 Major League Teams to pick from, and actual 1991 stats on each player, plus the stats of the division play-off champions from the past six years. Approved by the Major League Baseball Players' Association, this game will be a home run on your Genesis.

Available September '92

SNES

Spindizzy Worlds *(Asciiware)*

If you liked Marble Madness, you'll love this radical top-spinning game that twirls you through 32 hostile, geometrical worlds. Each world has 15 progressively difficult, 3-D scrolling levels. This one will blow your top.

Available September '92

Super Buster Brothers *(Capcom)*

Bust a move in this arcade crossover. As a Buster Brother, you travel the world doing, what else, busting balls. Two modes of play give you the choice between 40 continuous levels or a 100 level tour. Go for some well-rounded fun with this cart.

Available Winter '92

Wheel of Fortune *(Gametek)*

Buy a vowel! Pat and Vanna want you and a few of your friends to be contestants on their famous game show. So, spin the wheel and win a room full of fabulous prizes without leaving the comfort of your own home.

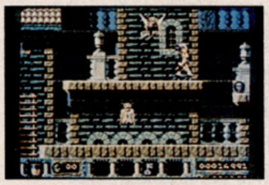
Available now

On the Ball *(Taito)*

Get on the ball! Easier said than done in this psychedelic maze puzzler. You're a ball who just happens to be stuck in a rotating maze. Instead of rolling around the maze in search of an exit, you're at the controls of the moving maze!

Available September '92

Gods *(Mindscape)*

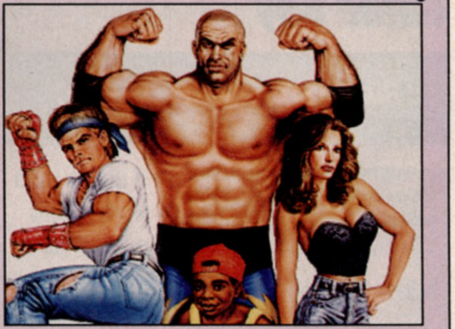


Hercules is not just a hunk from the past. He must prove his immortality by fighting through a city built by the Gods. Take on hideous guardians and lunatic beasts and fight for your endless life. You'll need more than nine lives to avoid those pearly gates.

Available Fall "92

Genesis

Streets of Rage II *(Sega)*

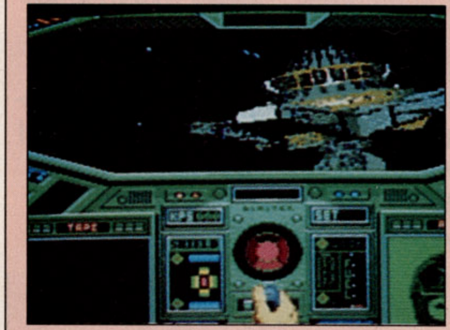


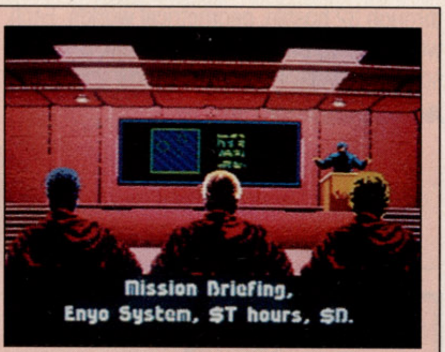
In Streets of Rage, sultry Blaze, Axel, and Adam used their street smarts to fight their way through eight levels of death-defying street fightin'. Now they're back more pumped up than ever. Except this time, Axel and Blaze have teamed up with Adam's brother Sammy and his pro-wrestler friend Max to clean up the Metro City streets. The streets aren't safe with Mister X and his malicious drug gang maniacs still on the loose. The wretching gutters and back alleys are filled with goons bent on Metro City's ruin. Armed with new weapons and the ability to hurl motorcycles through the air, this quartet jabs, elbow smashes, head butts, and kicks through seven raging rounds.

Available November '92

SNES

Wing Commander (Mindscape)

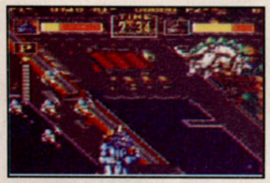




Launching on PCs everywhere, this highly successful series is now taking off on the SNES. Take the controls and watch those dials in this 3-D space combat simulator. As the leader of the Tiger's Claw Squadron, you and your wingmen must free the universe from the evil clutches of Kilrathi and his empire. Choose to play individual missions or join in an elaborate compaign. Luckily, you have the ultimate in artificial intelligence to assist you on your missions - an interactive communicaiton between different wing leaders and their wingmen. Fly through explosive battle scenes with multiple cockpit perspectives – front, left, right, and rear. Also, make sure to take advantage of your tactical dogfighting moves. You shouldn't leave home without 'em. You're in command, so don't space out or your asteroid is dust.

Available Fall '92

King of the Monsters (Takara)

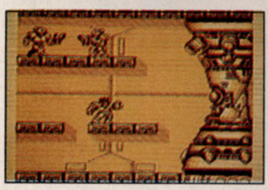


You have terrorized humans without competition for far too long. Roll out the red carpet and wrestle other big beasties to claim the title of King's King. You and a friend can take out your aggressions in this monster-size ring.

Available October '92

Game Boy

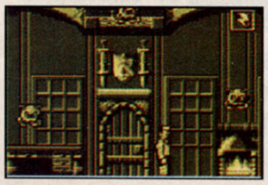
Bionic Commando (Capcom)



Be a bionic man or woman and take on a maniacal military group that's kidnapped Super Joe, the UN's undercover spy. This shrunk down version of the 8-bit classic gives you 16 different areas to explore and conquer with your choice of six different weapons. To win, you'll need to be more than human. Be Bionic.

Available September '92

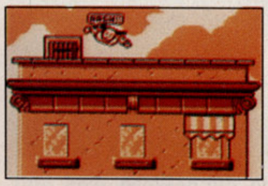
Dr. Franken (Kemco)



This Frankenstein-like creature is lonely. He must find the body parts of his bride-to-be, which are scattered throughout the 230 rooms of Dr. Frankbone's castle. Searching through seven spook-invested levels is enough to drive anyone batty. Matchmaking was never so frightening.

Available September '92

The Incredible Crash Dummies (LJN)

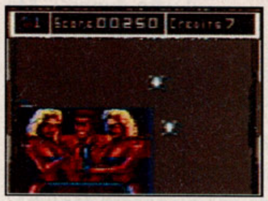


Put those car-testing dummies right in the palm of your hand. Buckle up for a lot of fun as you slam through the Building Jump, the Crash Bag Test, the Ski Slope, and the Household Product Test. Earn damage points and collect cash. Fasten your seat belts everybody! It's going to be a bumpy night.

Available Fall '92

Game Gear

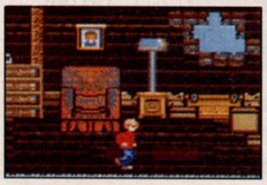
Smash T.V. (Flying Edge)



Kill for cash and prizes in everybody's favorite futuristic game show. After smashing through other game system arenas, Smash T.V. has finally landed on the Game Gear. Take on the Grand Champion and win big. Will you survive long enough to be one of the lucky contestants?

Available Fall '92

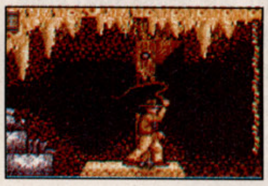
Home Alone (Sega)



Like most kids, Kevin can't seem to keep out of trouble. Since he's had experience clearing out robbers in his hit movie, this scaled-down Kev is recruited to clean out bad guys from six other houses in the neighborhood. With a fan-powered sled as his mode of transport, he hums around the 'hood making outrageous weapons to outwit the lurking evil-doers.

Available December '92

Indiana Jones and the Last Crusade (U.S. GOLD)

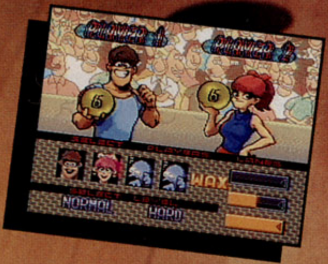


Whip it up with Indy in yet another adventure against the underworld. This time around, you search for the Holy Grail through five looming levels. Luckily, there's no lame dame to keep Indy down in this high-action, one-player adventure.

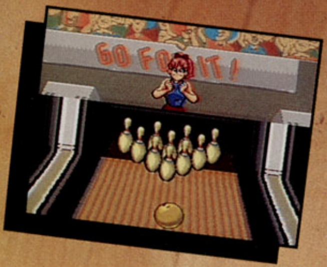
Available October '92

Life In The Fast Lane.

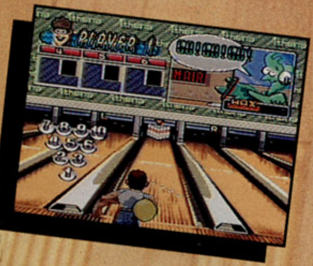
Super Bowling
LICENSED BY Nintendo
1 TO 4 PLAYERS CAN COMPETE!
TECHNŌS AMERICAN TECHNŌS INC.
SUPER NINTENDO ENTERTAINMENT SYSTEM



Choose your weapon: ***Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.***



You're in charge: ***Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.***



Check the conditions: ***Get a feel for the lane—things change dramatically after an oil change.***

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode

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S.W.A.T.PRO

TIPS·TACTICS HOT PASSWORDS

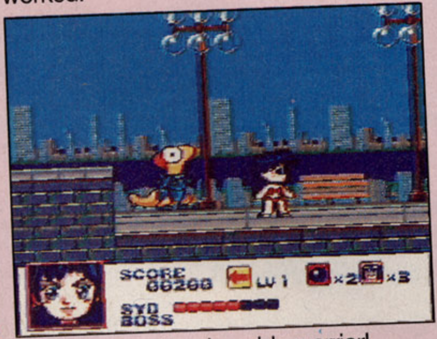
SECRET WEAPONS AND TACTICS

Syd of Valis (Genesis)

Invincibility!

SCORE 00000
LV1
×2
×3
SYD
BOSS

Syd's battle for the Sword of Valis will go "swimmingly" with this easy trick. **At the title screen, tap in Up, Down, Left, Right, A, B, Up, Down, and Start.** You'll hear a tone that indicates the code worked.



Now Syd's an invulnerable warrior! Notice her new swimming suit.

Pedro Orlando, Millbrae, CA

Game Genie Codes!

Tecmo Super Bowl (Nintendo)

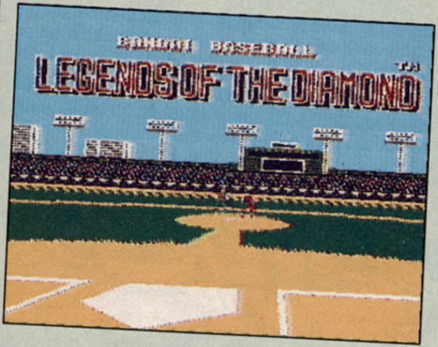
Use these codes with the NES Game Genie.

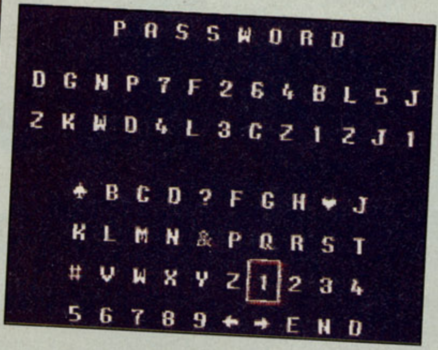
Nine-Point Touchdowns for Player 1: **PAOATTTE**

Two-Minute Quarters: **ZAUXLZIA**

Legends of the Diamond (Nintendo)

Final Passwords!





PASSWORD

D G N P 7 F 2 6 4 B L 5 J

Z K W D 4 L 3 C Z 1 Z J 1

Step up to plate with each team's final round passwords.

Samurais: **BFWNP7JKLSTV12 34BYF2K3LWZGB**

Titans: **BNGFJLMQZTW13 46WD3GZK51WL&**

Crowns: **BNP7FHJKLWTZ1 34WLZJ1H4XWKN**

Hawks: **TGNP57FH3DBKL 46BYLZJ4FWZBC**

Cobras: **BGP57FKHNTD4Z LJWD5H4JXYZD♠**

Mustangs: **BNP572FG6CD3H JKWK3L2FXZXCF**

Chiefs: **BGNP72F35CD96 HJWD4L3FXZ1F3**

Generals: **BGNP7F2LJCDM5 63WD4J5CZZ1HM**

Rebels: **DGNP7F264BL5J ZKWD4L3CZ1ZJ1**

Tuong Phan, San Francisco, CA

Action Replay Codes!

Mercs (Genesis)

Use these codes with the standard Action Replay or Pro Version cartridge.

Infinite Energy: **00B09 44E71**

Infinite Bombs: **0080B 8C351**

Valis III (TurboGrafx-CD)

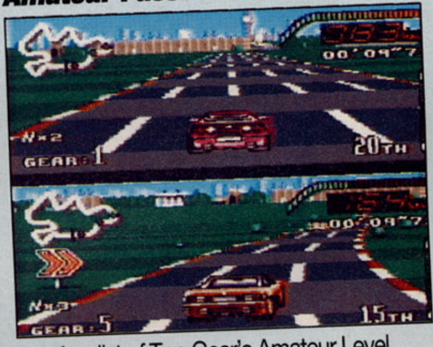
Sound and Cinema Test

You can scope out Valis III's sights and sounds with this trick. **At the title screen, punch in Button II, Button II, Left, Right, Down, Up, and Run.** Now sit back, relax, and pick your tune or cinema!

Edwin West, Long Island, NY

Top Gear (Super NES)

Amateur Passwords!



Here's a list of Top Gear's Amateur Level codes.

South America: **Moonbath**

Japan: **Gearbox**

Germany: **Car Park**

Scandinavia: **Road Hog**

France: **Emulator**

Italy: **Analyser**

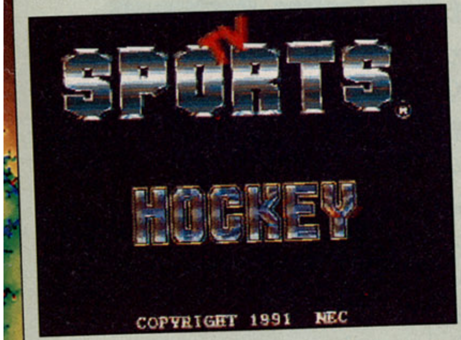
U.K.: **Horizons**

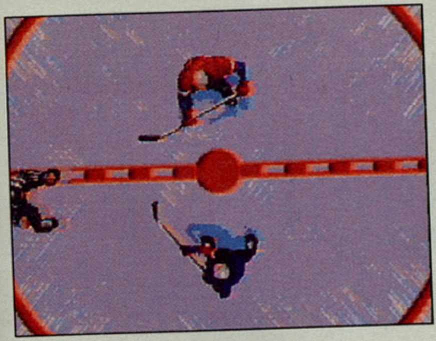
Look for the Pro passwords next month!

TV Sports Hockey (TurboGrafx-16)

Championship Passwords

Skate into the TV Sports Hockey finals with these codes.





POLAND
vs. Canada: EGPBIMI
vs. Finland: ACLNIEJ
vs. U.S.S.R.: EDMBLIK
vs. Czech.: CHAPNNL
NORWAY
vs. Canada: BCLOGEE
vs. Finland: HAJEEEF
vs. U.S.S.R.: CHAPNNG
vs. Czech.: CHAPNNH
SWEDEN
vs. Canada: CHAPNNM
vs. Finland: CHAPNNN
vs. U.S.S.R.: ACLNNIO
vs. Czech.: CHAPNNP
U.S.A.
vs. Canada: CHAPNNA
vs. Finland: CHAPMNB
vs. U.S.S.R.: BENOCJC
vs. Czech.: AGPNCHD

Konrad Gumper, Peekskill, NY

American Gladiators (Nintendo)

Level Passwords

AMERICAN GLADIATORS
ONE PLAYER
START
PASSWORD
ABABBBBB
AND AUDIOVISUAL BY INCREDIBLE T

Type in these American Gladiators passwords to skip to the later levels of the game.

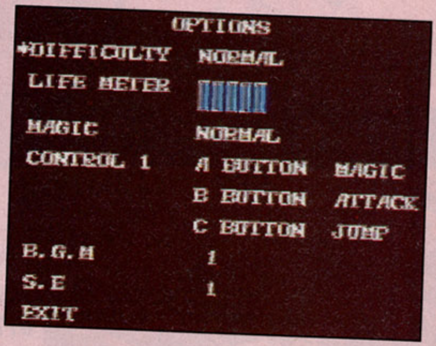
Level 2: ABAAAABB
Level 3: ABBABAAA
Level 4: ABAABBBB

Seth Hammeler, Coeur d'Alene, ID

Golden Axe II (Genesis)

Extra Credits

You'll swing a stronger Axe with eight credits in your collection. Bring up the title screen and highlight the Options selection. Next, hold down Buttons A, B, and C simultaneously.



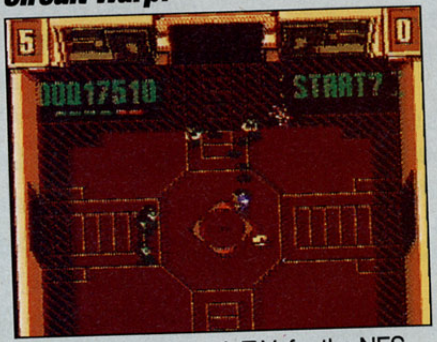
```
              OPTIONS
▸DIFFICULTY   NORMAL
 LIFE METER
 MAGIC        NORMAL
 CONTROL 1    A BUTTON   MAGIC
              B BUTTON   ATTACK
              C BUTTON   JUMP
 B.G.M         1
 S.E           1
 EXIT
```

When you enter the Options mode, release A, but continue to hold down B and C. Choose Exit and hit Start. Select the number of players. Highlight the Normal game mode and press A to begin with a full eight credits to your name!

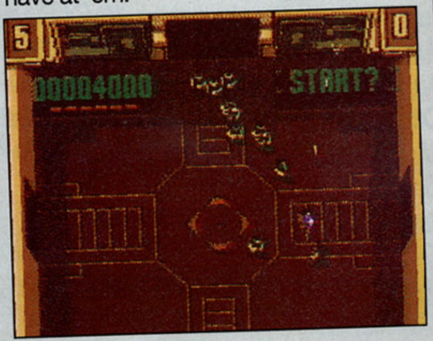
Larry Lawton, Carson, CA

Smash T.V. (Nintendo)

Circuit Warp!



Take a shot at Smash T.V. for the NES with this easy level select trick. First, bring up the title screen. Then, on Controller Two, hold down Down and Button B. While holding down these buttons, press Start on Controller One. Choose 1-Player, 1-Controller on the selection screen. Now you're in business! Pick any Smashing circuit, and have at 'em.



David Gullick, Chicago, IL

Continued on page 146

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#7 (Feb '90) Insane Sports Issue
#8 (Mar '90) Phantasy Star II, SuperGrafx Sneak Peek

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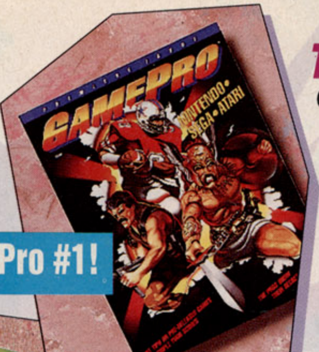

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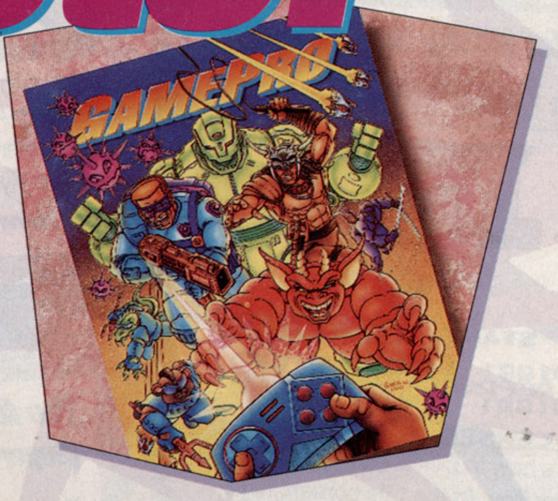

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SWATPRO

TIPS · TACTICS · PASSWORDS

Game Genie Code!

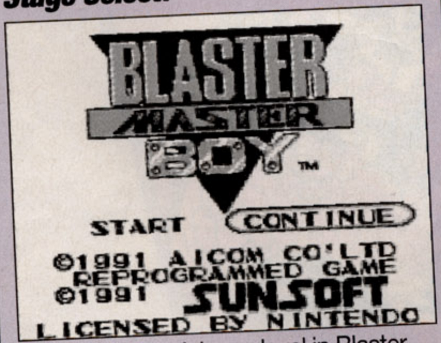
Snow Brothers (Nintendo)

Use this code with the NES Game Genie.
Near-Invincibility: PEOPLE

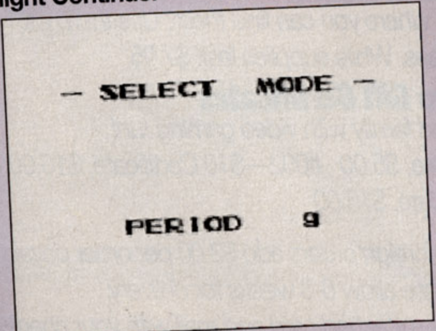
Ryan Young, Hayward, CA

Blaster Master Boy (Game Boy)

Stage Select!


BLASTER
MASTER
BOY
START
CONTINUE
©1991 AICOM CO'LTD
REPROGRAMMED GAME
©1991 SUNSOFT
LICENSED BY NINTENDO

Here's how to pick any level in Blaster Master Boy. **At the title screen, highlight Continue.**


– SELECT MODE –
PERIOD 9

Then hold down Button A and press Start. Press Left and Right to pick any Period in the game!

Brad Cronk, Iowa City, IA

OutRun (Genesis)

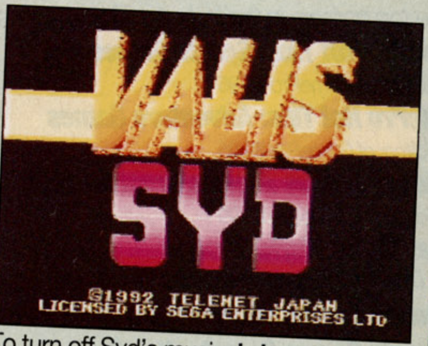
Hyper Level

Now you can make OutRun even more challenging. At the title screen, press C 10 times, then choose the Option screen and select Hyper.

Russell Tower, Raleigh, NC

Syd of Valis (Genesis)

Earmuffs


VALIS
SYD
©1992 TELENET JAPAN
LICENSED BY SEGA ENTERPRISES LTD

To turn off Syd's music, **bring up the title screen. Then press B and Start simultaneously.** You'll be tone deaf until Syd dies!

Pedro Orlando, Millbrae, CA

Lemmings (Super NES)

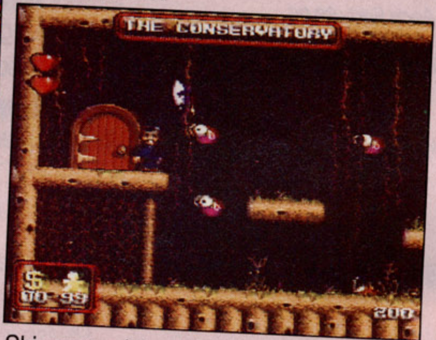
Sound Test and Pad Settings

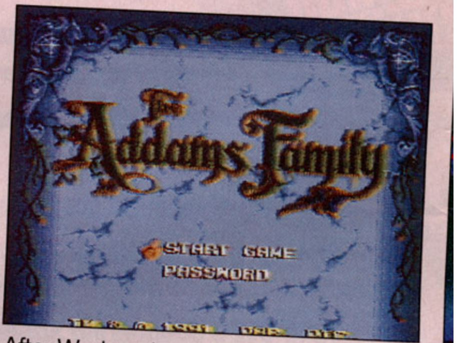
At the title screen, hold down Select and press Start. Now you can listen to any Lemmings tune and configure the input buttons on your controller.

Marc Brunet, Quebec, Canada

The Addams Family (Super NES)

Passwords!


THE CONSERVATORY


The Addams Family
START GAME
PASSWORD

Skip around the Addams' ooky, kooky mansion with the following codes.
Start: &#KKN
After Pugsley: V1913
After Grandma: B&J15
After Wednesday: BD#K4
After Fester: BL91B

BONUS TIP: Enter the Music Room and wait for the music to stop. This unblocks the passage to the basement.

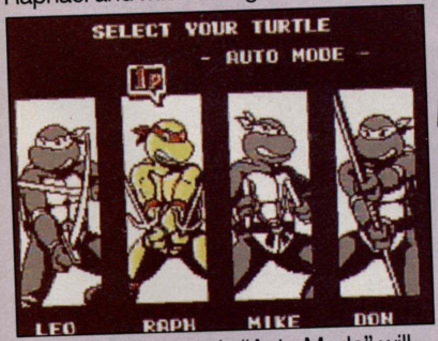
Paz Derham, Kihei, Maui, HI

Teenage Mutant Ninja Turtles III (Nintendo)

KONAMI
TEENAGE MUTANT NINJA
TURTLES III
THE MANHATTAN PROJECT
© KONAMI 1992
1 TURTLE
2 TURTLES A
2 TURTLES B

Auto Mode

Begin a game and **display the Turtle select screen. Tap Right and Left rapidly** to switch back and forth between Donatello and Michaelangelo or Raphael and Michaelangelo.


SELECT YOUR TURTLE
- AUTO MODE -
1P
LEO
RAPH
MIKE
DON

Eventually, the words "Auto Mode" will appear in the top-left corner of the screen. Now the computer will automatically swap your Ninja Turtle for you every time you die!

Lawrence Lee, San Francisco, CA

Two Crude Dudes (Genesis)

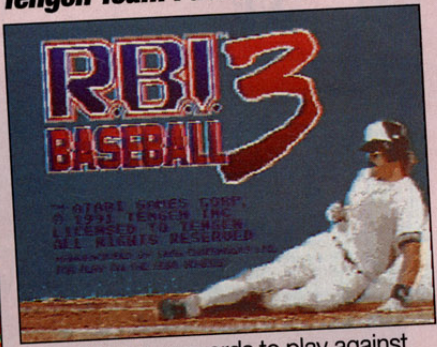
Double Your Continues!

1P-000150
HI-000150

Now you can double your life expectancy in a one-player game of Two Crude Dudes. Just before your last life expires on Controller One, press Start on Controller Two . You'll be back in action with a fresh batch of lives and continues.

R.B.I. Baseball 3 (Genesis)

Tengen Team Passwords


R.B.I. 3
BASEBALL

Enter these passwords to play against the Tengen team.

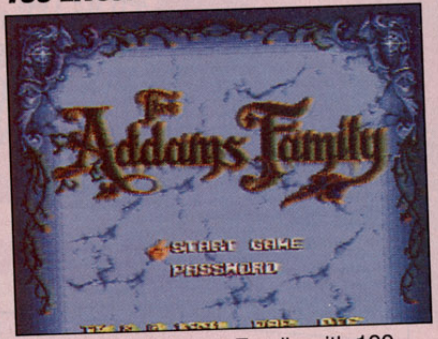
Oakland: V6D3UHBA3

Cincinnati: AEJLJWHR4

Kenneth Habeck, Colby, WI and James Kirkpatrick, Stanton, KY

The Addams Family (Super NES)

100 Lives!

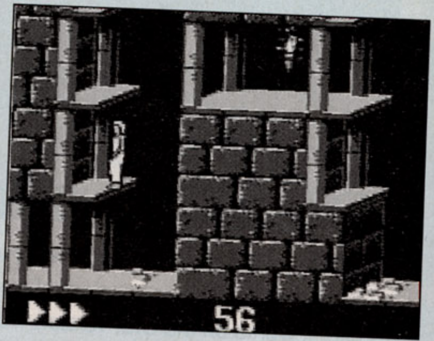

The Addams Family
START GAME
PASSWORD

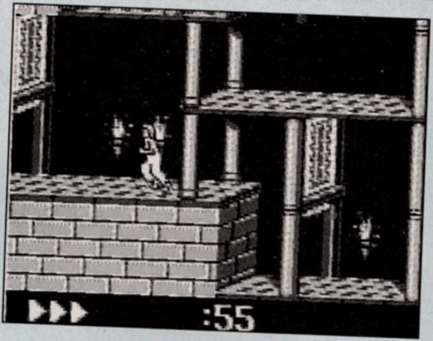
Kick off The Addams Family with 100 lives! The password is: 11111

Daniel Sauve, Ontario, Canada

Prince of Persia (Game Boy)

Level Passwords!





To access the password screen, walk left at the start of the game Use these codes to jump to any level.

Level 2: 06769075
Level 3: 24613065
Level 4: 99116015
Level 5: 53004005
Level 6: 46308135
Level 7: 65903195
Level 8: 13807185
Level 9: 25432654
Level 10: 92731644
Level 11: 80637674
Level 12: 56135664

Alec Saltzman, Omaha, NE

S.W.A.T.PRO

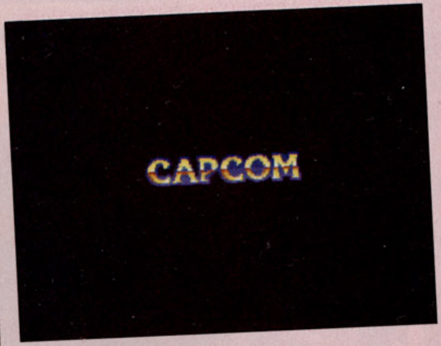
TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

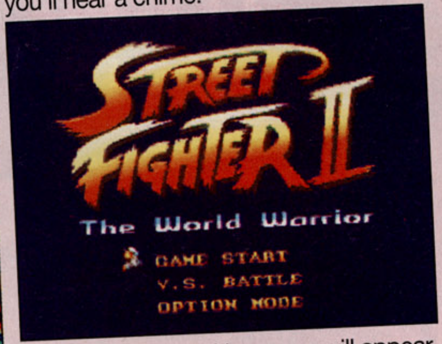
Last Minute Update!

Street Fighter II (Super NES)

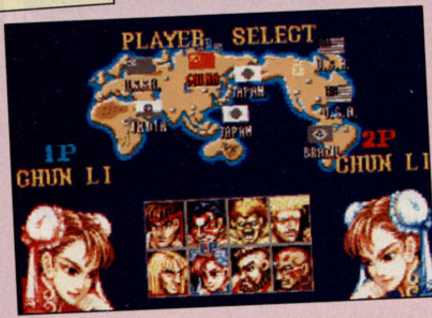
Play Champion Edition!



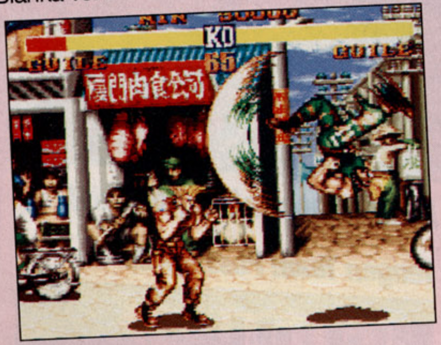
FLASH! We just received word that the now-infamous Japanese code for Street Fighter II works on the U.S. version. Turn on your Super NES and **wait for the Capcom logo to appear. Now press Down, Button R, Up, Button L, Button Y, and Button B.** If the code worked, you'll hear a chime.

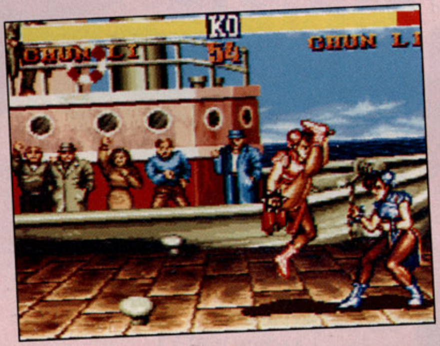

STREET FIGHTER II
The World Warrior
GAME START
V.S. BATTLE
OPTION MODE

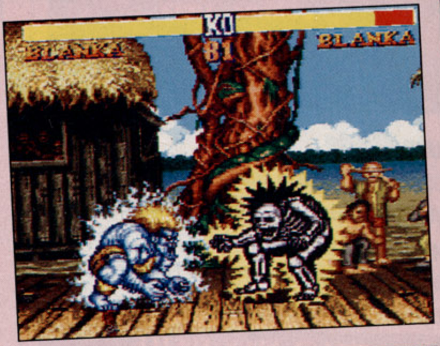
Also note that the title screen will appear in blue, just like the arcade Champion Edition's title screen.

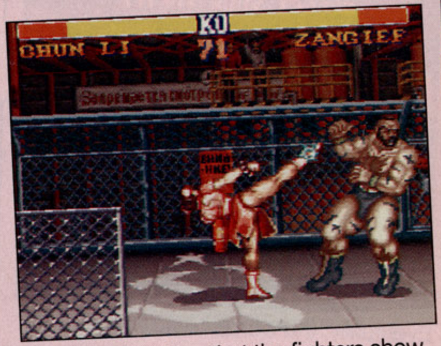

PLAYER SELECT
1P
CHUN LI
2P
CHUN LI

When you begin the game, both players will be able to use the same character! This makes possible the baddest grudge matches ever, such as Guile vs. Guile and Blanka vs. Blanka.


KO
GUILE
66
GUILE


KO
CHUN LI
54
CHUN LI


KO
BLANKA
81
BLANKA


KO
CHUN LI
71
ZANGIEF

Finally, you'll notice that the fighters show off their true-to-form Champion Edition colors. The only thing missing from this code is the ability to play as a boss character. If any of you Street Fighters discover such a code, let us know!

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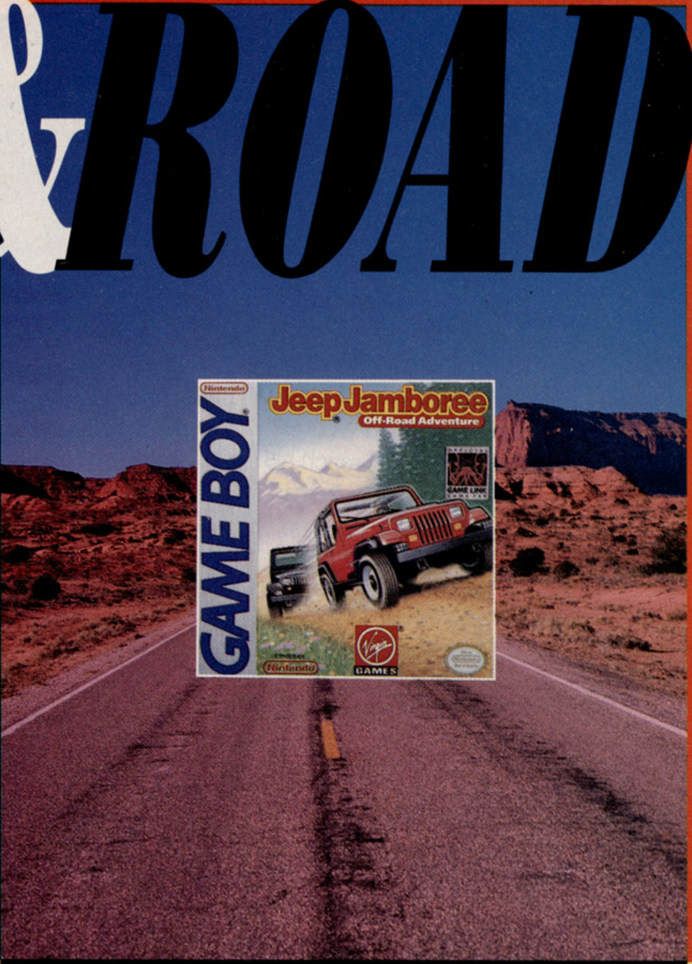

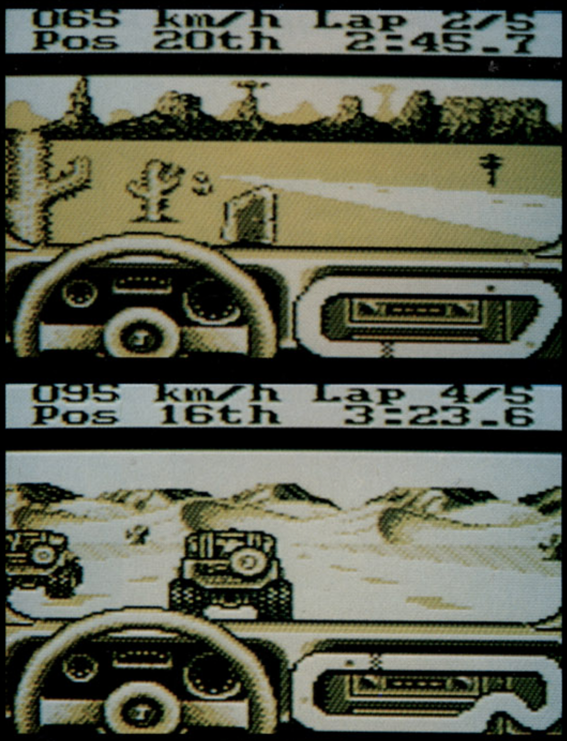

```
065 km/h Lap 2/5
Pos 20th  2:45.7
```

```
095 km/h Lap 4/5
Pos 16th  3:23.6
```

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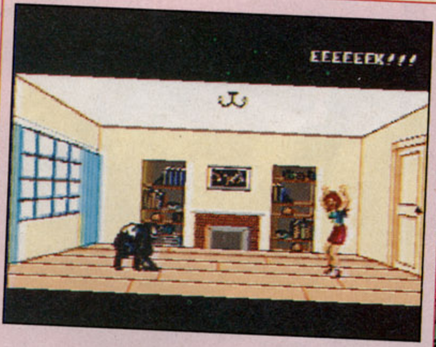
Spider-Man™

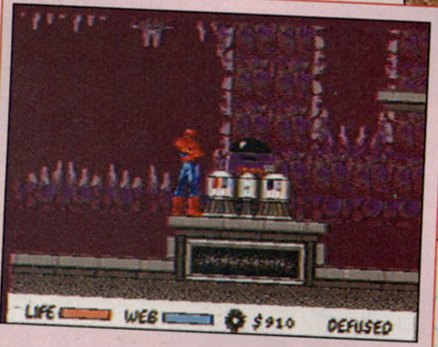
By Doctor Dave

Kingpin's spinning a web of deceit around Spidey. If the webbed wonder doesn't quickly reach his favorite gal, Mary Jane, there's not gonna be much left of her to save.

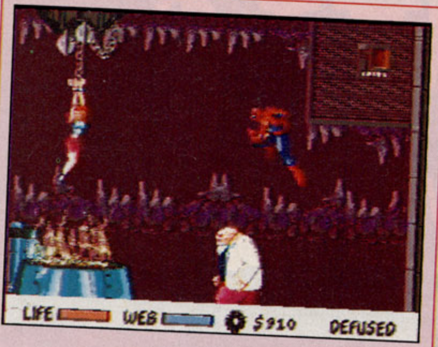


1) Spidey's best girl has been kidnapped by Kingpin! He's got to save her before the Bomb blows her, and everyone else, to smithereens.

2) PROTIP: First things first, Spider-Man has to locate the Bomb. It's deep within Kingpin's Cavern to the far right of the level.

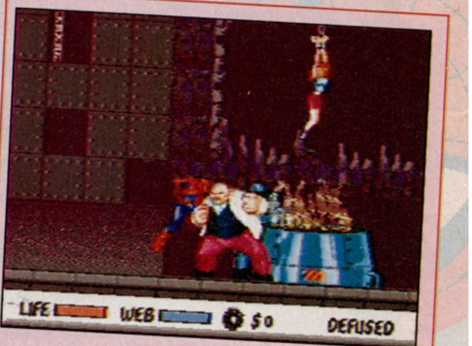


3) PROTIP: Now that Spidey's found the Bomb, he has to defuse it. No problemo! Whip out your color coded keys. When the Bomb blinks blue, use the Blue Key. When it blinks red, use the Red Key, and so on. Bye, bye Bomb.

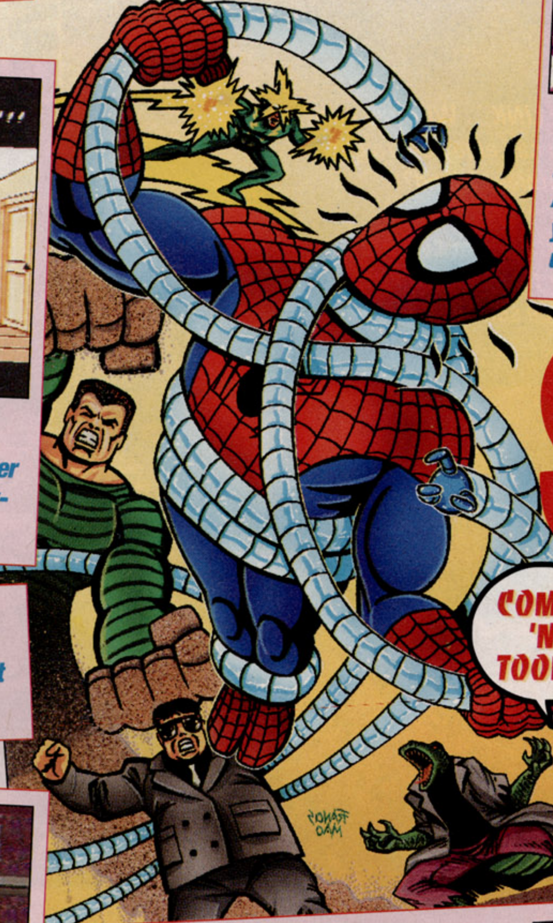


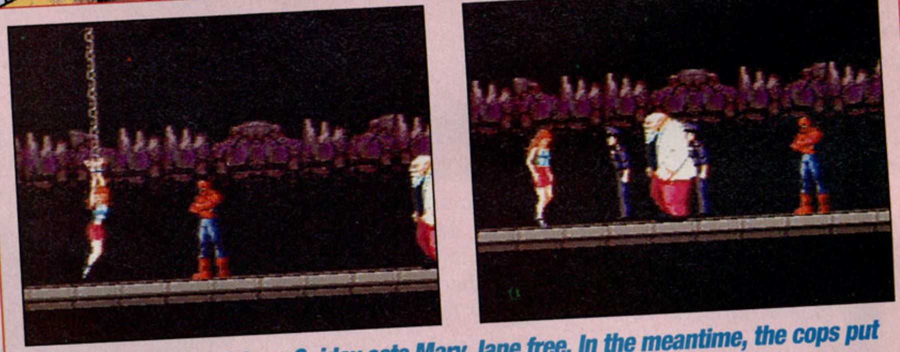
4) PROTIP: When the Bomb's disarmed, a hole opens in the wall. Leap through the hole and follow the path to the lower right. You'll fall right inside Kingpin's secret lair, where you'll find Mary Jane in a hot predicament.

5) PROTIP: To prevent Mary Jane from being roasted alive, shoot Spider-Man's web diagonally. It will hopefully hit the chain above her hands and keep it from lowering Mary Jane into the fire. You must repeat this procedure every five seconds while you're battling Kingpin, or Mary Jane's toasted.



6) PROTIP: To defeat Kingpin, leap over him continuously while he charges you. As he passes under you, hit him with your jumpkick. Repeat this procedure until he's done for.





7) Once Kingpin's history, Spidey sets Mary Jane free. In the meantime, the cops put Kingpin on ice.

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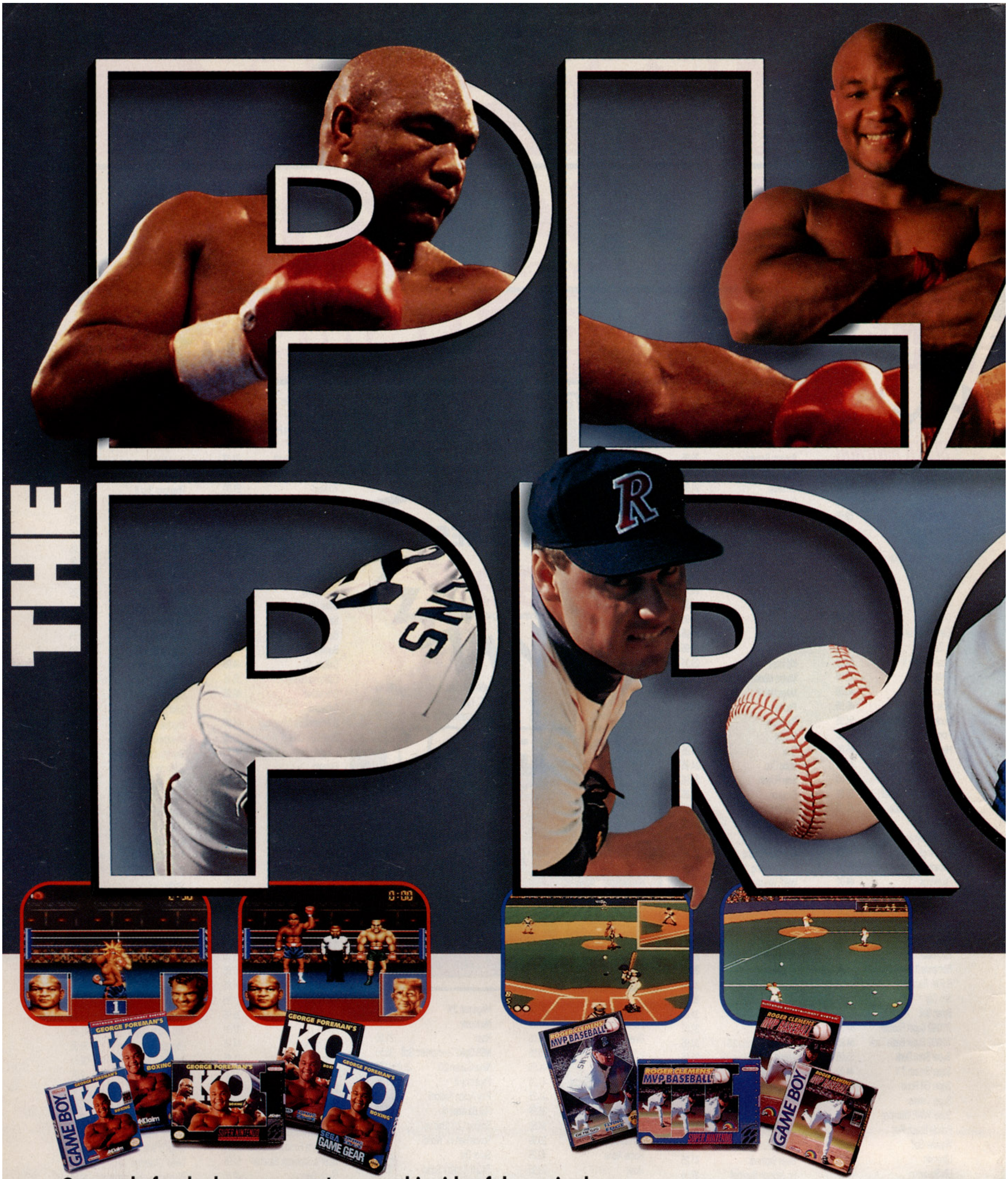
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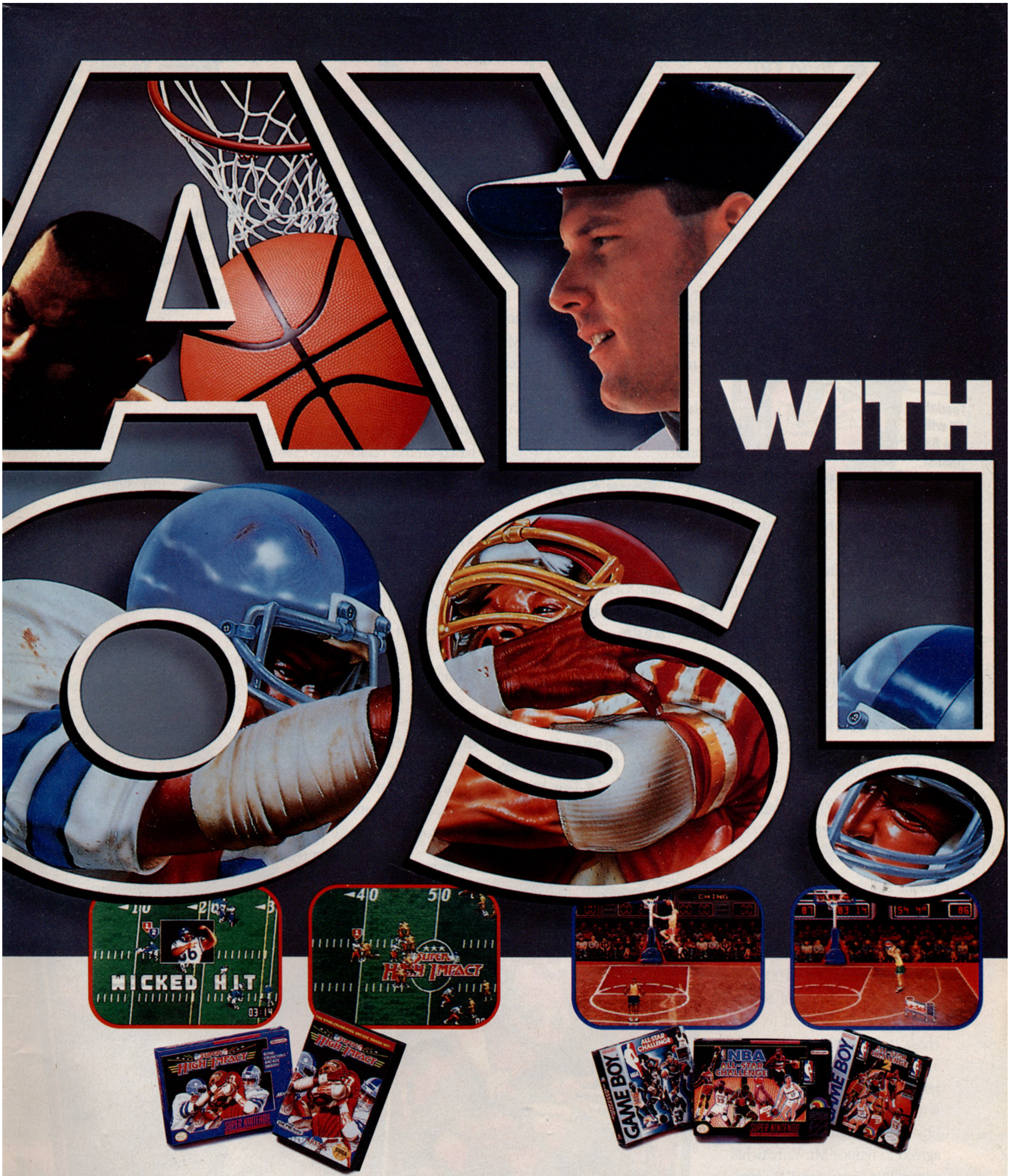

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PRO Report NEWS

Turn on Toad TV!

Mean, green, and on their way to your television screen, the **Battletoads** are back in the limelight! After last year's award-winning NES cart, **Tradewest** had Battletoad faithfuls wondering what the awesome amphibians would do for an encore. Well, Super NES and arcade games are in the works (see page 25), and now the TV show's on its way, too.

Toadally TV with the Battletoads.

Developed by **DIC Animation**, creator of Captain Planet and The Planeteers, the half-hour syndicated adventure will feature Rash, Zitz, and Pimple in another thrilling fight to the last frog against the Dark Queen. The Toads will air nationally on November 27th (the day after Thanksgiving) as part of a three-hour "Kids' Day Off" animation special.

Nintendo President, Investors Buy Seattle Mariners

Seattle still has a baseball team, thanks at least in part to Hiroshi Yamauchi, President of Japan's **Nintendo Company, Ltd**. For approximately $100 million, he and a group of Seattle investors won their bid to purchase the Mariners, lock, stock, and barrel from former owner Jeff Smulyan. After negotiating with Major League Baseball's Ownership Comittee, the group agreed to reduce Mr. Yamauchi's controlling interest to 49%, leaving 51% to other members of the Baseball Club of Seattle.

The deal was formally approved on June 30th, and the Baseball Club planned to celebrate with a mid-season opening night on July 16th. Mr. Yamauchi's investment will be managed by his son-in-law, Minoru Arakawa, President of **Nintendo of America, Inc.**, which is based in Seattle. Mr. Arakawa commented, "Baseball is staying in Seattle. We are very pleased for the people of this area. Now they have baseball forever."

Sony Sega Join Forces

In a move which promises to strengthen the Genesis, Sega CD, and Game Gear product lines, **Sony Electronic Publishing** and **Sega of America** announced a video game business alliance. Sony plans to develop games for all three Sega systems, which will be published under its **Imagesoft** brand label. **Sony Pictures Entertainment** and **Sony Music Entertainment** will contribute their vast resources to the production of multimedia games.

Sony's initial offerings will include **Sewer Shark** for Sega CD (available December '92), **Chuck Rock** for Sega CD (available January '93), **Hook** for Sega CD (available April '93), and **Hook** for Genesis (available May '93). In conjunction with Sony Pictures, Imagesoft will also design games based on this Halloween's classic horror movie remake, Dracula. The movie will be directed by Francis Ford Coppola and star Anthony Hopkins, Wynona Ryder, and Keanu Reeves. **Dracula** the game is scheduled to debut simultaneously in the summer of '93 for the NES, Super NES, Genesis, Sega CD, Game Boy, and Game Gear.

Sony also plans to grant Sega access to its broad distribution channels. In concept, this means Sega will be able to market its games at the retail outlets where Sony Electronic Publishing's products are sold.

Tecmo Teams Up With Sega, Too

Tecmo, publisher of NES software sensations (**Tecmo Super Bowl** and the **Ninja Gaiden** series) has announced plans to introduce carts for Sega's Genesis system. Software specifics are still pending. In Japan, however, Tecmo has licensed to Sega Ninja Gaiden and a soccer game for play on the Mega Drive.

Zap 'Em Trading Cards

Now you can take your favorite game characters wherever you go without lugging around a portable game system. Huh? That's right, Zap Pax puts video superheroes on a series of trading cards. The randomly packed wax packs feature characters from over 30 games, including **Mega Man**, **Joe & Mac**, **Super Adventure Island**, **Battletoads**, and **Double Dragon**. The original rendition appears on the card's shiny face, and vital stats and game tips appear on the back. Pick up a pack for around 89¢ at your local toy, comic, or game store.

ZAP PAX
FANG
Totally RAD
ZAP PAX
ABOBO
DOUBLE DRAGON

Continued on Page 156.

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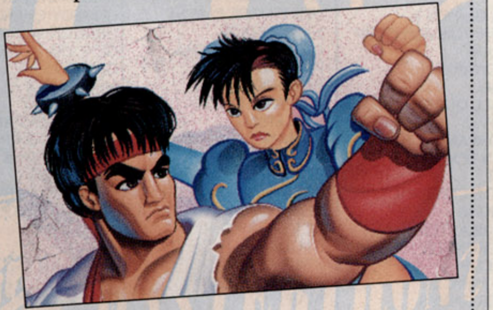
Nintendo Launches Arcade Super System

Coin-op connoisseurs with fond memories of **Nintendo's** classic PlayChoice machine (based on the NES home system) should head into arcades to see the new-and-improved 16-bit model. Dubbed the Super System, the multi-game cabinet has room for three Super NES cartridges. You pop in tokens to buy play time on the game of your choice. Carts in the current rotation include **Super Mario World** by Nintendo, **F-Zero** by Nintendo, **Pilotwings** by Nintendo, **The Addams Family** by **Ocean**, and **Robo-Cop 3** by Ocean.

I'm Sorry HAL, I Can't Do That

Rumors abound that video game giant, **HAL**, has filed for bankruptcy in Japan. To date, **HAL America** seems unaffected by the bad news overseas. A spokesperson from the Oregon office confirmed that development on products continues, such as the NCAA basketball game and the College Football title planned for late '93. However, distribution of new products made in Japan, such as HAL's JB King joystick, may be affected. We'll have more on this story as it develops.



The Street Fightin' Scene

Street Fightin' fanatics and newcomers alike have finally gotten their hands on the Super Nintendo version of this hot title. The good news for gamers who couldn't wait and purchased the Super Famicom version of the game is that the two versions seem identical. We've only discovered one area of the game where the graphics were changed and, of course, the text was changed from Japanese to English.

In other **Street Fighter** news, **Capcom** has announced that they intend to pursue an aggressive campaign to combat counterfeiting of the Street Fighter game series' titles, characters, names, and logos. Since the company has extensive plans to license and market the game and its characters to publishing, retail, toy, television, and motion picture markets, they're very motivated to protect their license from unlicensed users trying to cash in on the phenomenon.

Congrats!

Here are the lucky winners of the April, 1992, **JVC/Lucasfilm Games** **Empire Strikes Back** Contest!

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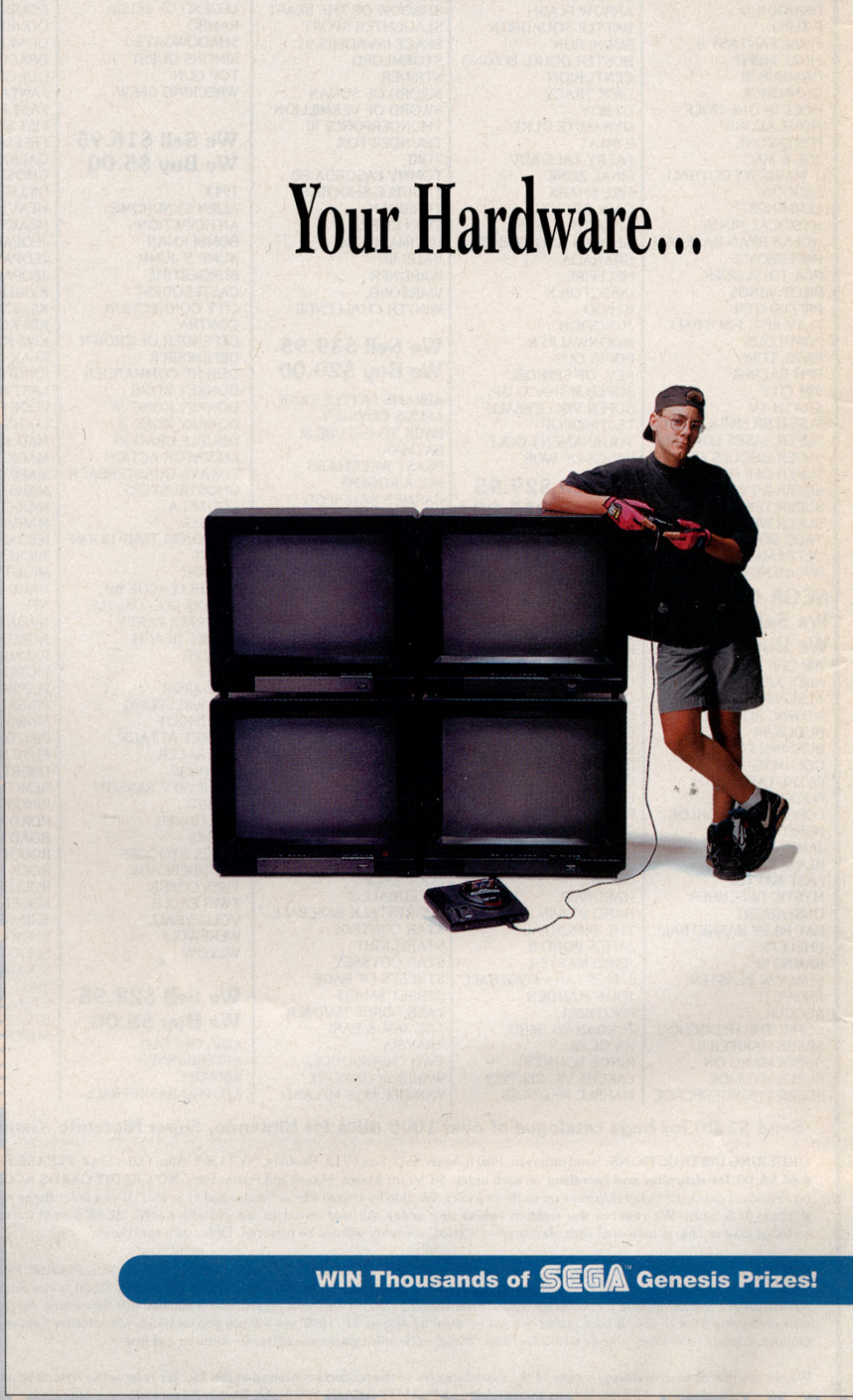

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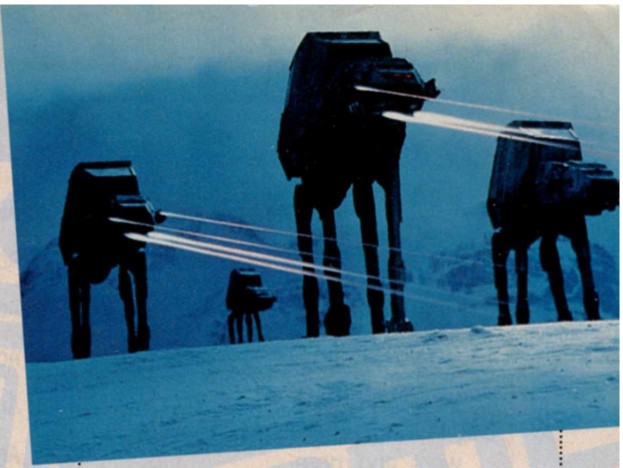

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2. Tecmo Super Bowl
3. Darkwing Duck
4. Yoshi
5. Baseball Stars II
6. Mega Man 4
7. Ferrari Grand Prix Challenge
8. Gold Medal Challenge '92
9. Tiny Toon Adventures
10. Greg Norman Power Golf

Super Nintendo

1. Street Fighter II
2. Legend of Zelda-Link to the Past
3. Contra III - The Alien Wars
4. Krusty's Super Fun House
5. Super Adventure Island
6. Top Gear
7. Joe & Mac
8. Thunder Spirits
9. F-Zero
10. Rival Turf

Sega Genesis

1. Bulls vs. Lakers & The NBA Play-Offs
2. Taz-Mania
3. Evander Holyfield Real Deal Boxing
4. David Robinson's Supreme Court
5. The Simpsons: Bart vs. The Space Mutants
6. Sports Talk Baseball
7. Krusty's Super Fun House
8. Splatterhouse 2
9. Chuck Rock
10. Ferrari Grand Prix Challenge

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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Advertiser Index

ASCII	1, 2, 3, 111
Absolute	39
Acclaim	9, 152, 153
Accolade	2nd Cover, 37
American Softworks	41
American Technos	141
Blockbuster Video	137
Camerica	133
CARDZ Distribution, Inc.	136
Champion Glove	156, 157
Chips & Bits	71
Data East	97
Electronic Arts	32, 33
Interplay	129
Konami	11, 12, 13
LJN	67
Namco	51
Ocean of America	4th Cover
Pandemonium	99
Play it Again	155
Renovation	49, 3rd Cover
S.E. Development	151
Sega of America	44, 45, 112, 113
Software Etc.	92, 93
Sony Imagesoft	62, 63, 160
Square Soft	8, 9
Sunsoft	57
Tengen	7, 53
Tradewest	5, 30, 31
Triax Controls	54, 55
Turbo Technologies, Inc.	101, 102, 103, 104
U.S. GOLD, Inc.	130, 131
Vic Tokai	127
Virgin Games	61, 69, 149
Warner Music	20, 21
Working Designs	95

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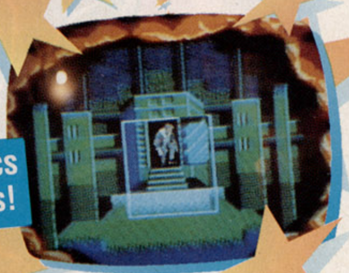

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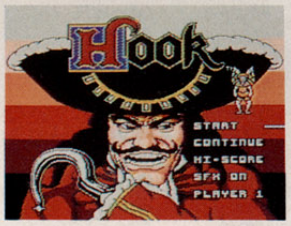
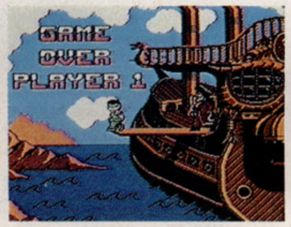


The most infamous pirate of them all



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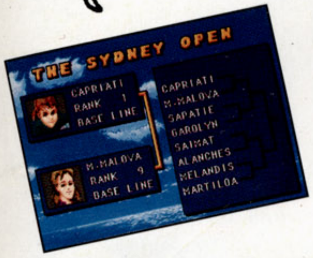
Jennifer Capriati Tennis and Genesis. A Great Match.

Jennifer Capriati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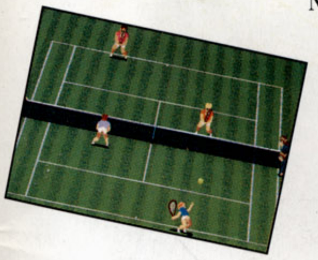
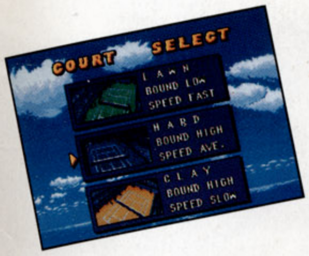
MELANDIS
MARTILOA

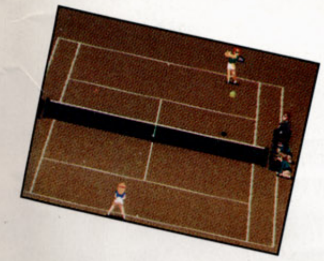
Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!



Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.


COURT SELECT
LAWN
BOUND LOW
SPEED FAST
HARD
BOUND HIGH
SPEED AVE.
CLAY
BOUND HIGH
SPEED SLOW

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



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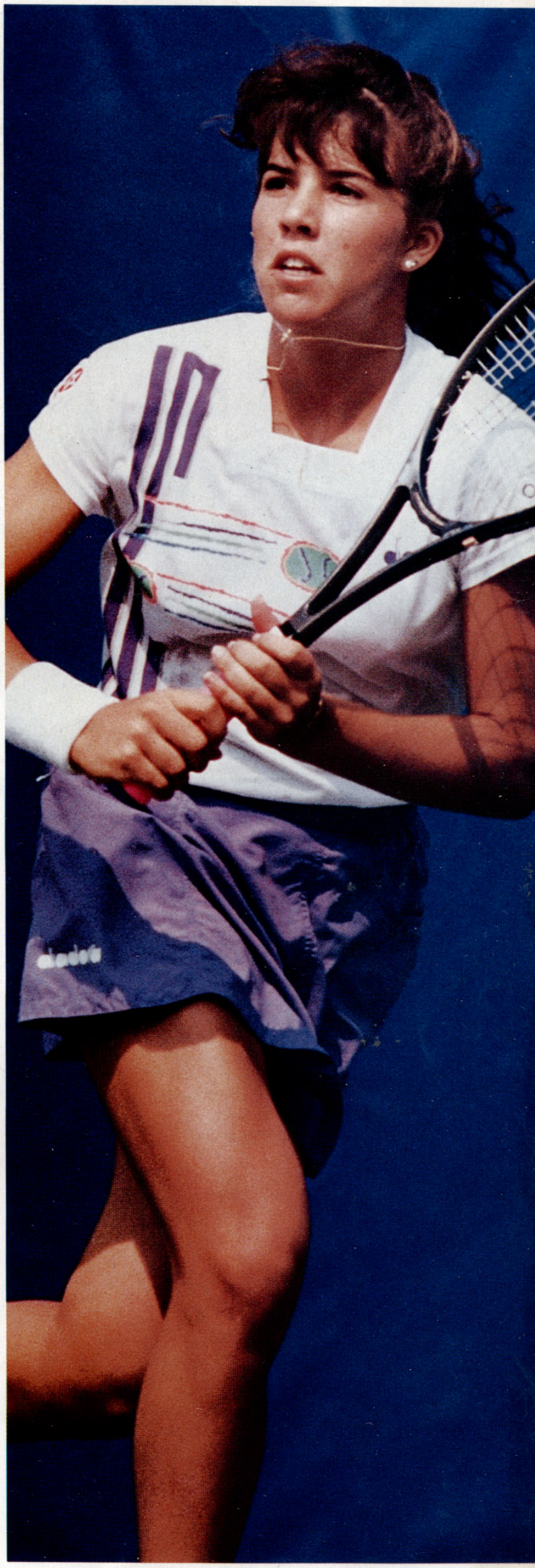

TIME 300
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OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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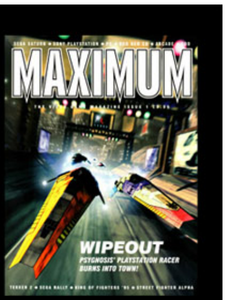

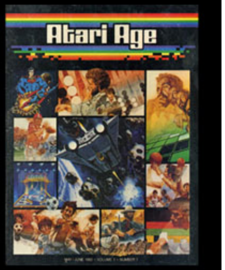

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